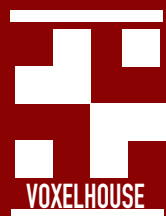


MINIATURE WARGAME
BY TONY GARCIA



2ND. EDITION



HOT WAR

MECHAS, NUKES AND OCCULT IN
IN 50'S WORLD TOTAL WAR





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About This Edition

Since it was released, Hotwar was supposed to be a game system set in a “diesel Punk” world or focused on the so-called Weird WW2. It was something I wanted to do, but in reality I rehearsed it at first. The initial scale of the game was 28mm, an influence I still had from some old personal projects of mine.

When I made all the updates to Iron Cross, I thought it was time to put Hotwar in my ideas workshop and create a unification of the systems in a single scale of 1/300 or 6mm. I think this decision was made because I was really passionate about the scale and the advantage of it being cheap and taking up little space on a gaming table.

In addition, Iron Cross already has a wide audience of players, as the game material is constantly downloaded/purchased on Wargamevault, a site that today concentrates all my efforts in promoting and selling products.

In this new version, I included a series of new rules and significantly expanded the game by bringing in new units, the magic system, the aliens, and introducing giant units such as the Gargantua. However, I will still greatly expand it in future “Recon Corners,” creating scenarios that encompass a series of connections with Iron Cross, as well as updating a series of armored vehicles from the 1950s for our players.

I believe that now we can provide much more fun for your gaming tables. Along with this, we will be constantly releasing new miniatures for 3D printing that can be used in all our systems. The experience we want to deliver to our wargamers is the most complete possible, taking into account price and quality.

I would like to thank all of you who buy, play, and promote our game systems. We have many players who use our systems on their gaming tables and who really enjoy what we offer you. This spirit always encourages us to produce more and more, considering that nowadays there are so many game options.

In conclusion, as a game designer, I wish everyone that Hotwar can provide you with a lot of fun. May we be present at conventions, events, and clubs around the world through our players. May all of you have great hours of fun!

Tony Garcia - December 2022

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THE NEW WORLD



With the end of the 2nd. world war, the world enters a new political configuration headed by two great blocs: the United States and the Soviet Union. Despite the climate of hope in the division of defeated Germany, a series of suspicions begin to emerge among the old allies. The Russians with control of so-called Eastern Europe awoke among Western allies suspected of a possible breakthrough in 1946.

The Americans along with the British began to reposition the bulk of their troops on German frontiers and began a program to ship supplies and ammunition to their units. In 1947 the Russians also began to move in this chess, with the increase of their military personnel in occupied Germany. In 1948 the first course occurs when Stalin's armies block Berlin, barring access to supplies and new troops.

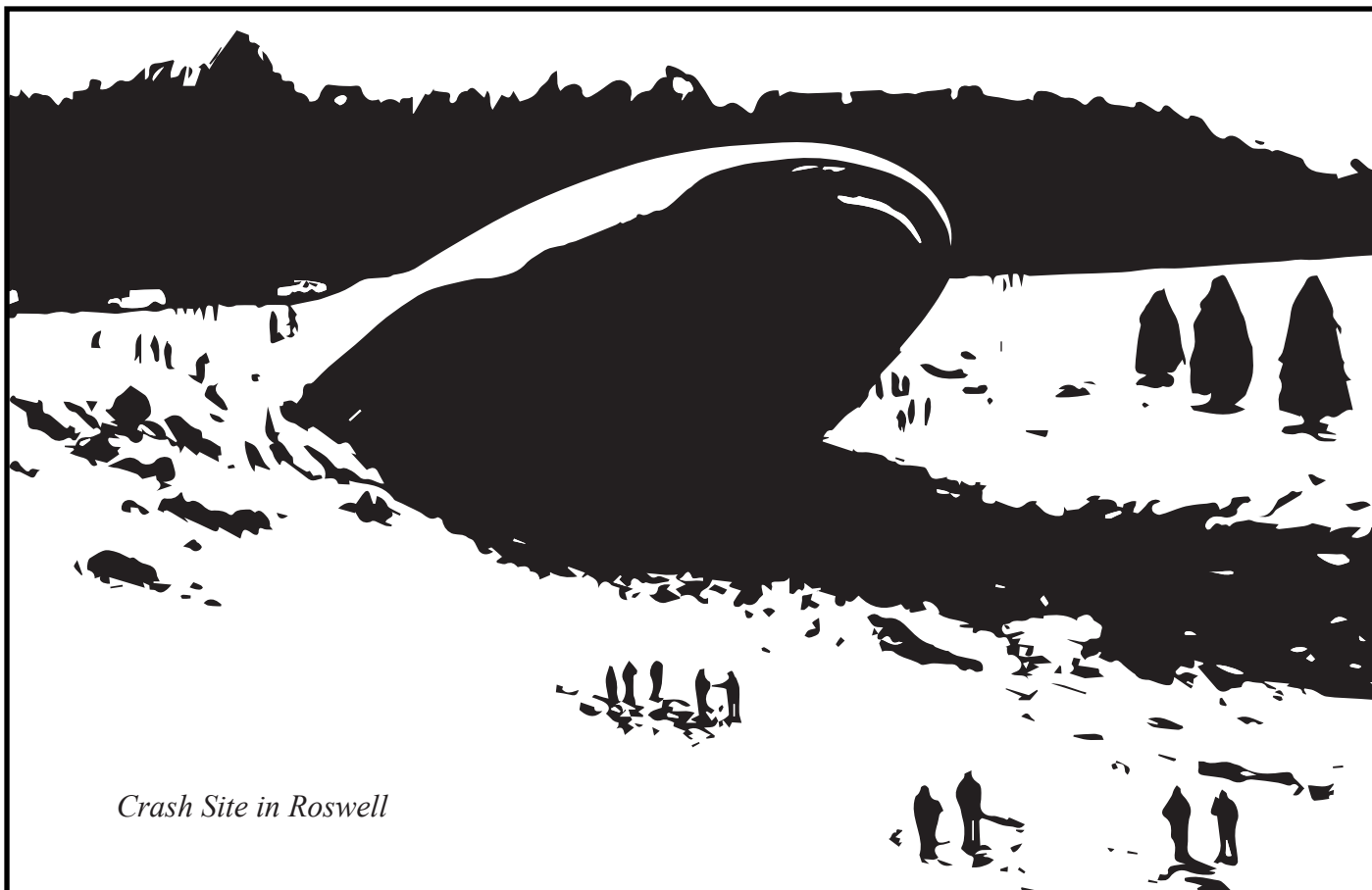
The American response comes in two nuclear attacks, one on Moscow with a new American bomb called BlueToddler and another attack on the Soviet heavy industries in the Urals with 3 small tactical bombs known as Nuke Candy. The Russians advance their conventional forces on the allies and a new

conflict begins. The allies are now mortal enemies, on the one hand, the Americans, the English, and the French, and on the other hand the Russians and the Chinese, who proclaim themselves communists in 1947, joining the so-called Soviet Federation.

In 1949 is invented by the Russians the engines of macro combustion enabling the introduction of so-called combat mechs. These armaments recover the ground lost by the Soviets, pushing the allies to the borders of Poland. In 1950 the first Russian nuclear bomb explodes over New York, taking the world war to the American soil! In 1951 the Allies entered with their mechs of combat in Europe, bringing the conflict to unimaginable levels.

In this scenario, a powerful organization arises, formed by old Nazis who dream of having a great Germany again: the Werwolf Korps. Hidden in the Bavarian Alps in deep Nazi fortresses, they emerge as a fighting force with fantastic weapons and black magic. These represent one more weight in the pendulum of history.

But in the end of 1951 two important things happens...



Crash Site in Roswell

The Fire in the Sky

In 1947 there was a strange plane crash in the USA. In the Roswell Desert, New Mexico, an alleged flying saucer-shaped aerial vehicle crashed. In it there were strange beings of small stature, with large heads, dark eyes also large, a small mouth and a strange gray skin tone. In this vehicle there were 6 of them, where only 2 were recovered alive.

According to US military authorities, these aliens were from outside Earth, coming from Zeta Reticulli and their vehicle was shot down due to a secret test of a new US weaponry. This new weapon came from secret projects developed by the late Doctor Nikola Tesla, which consisted of a concentrated beam of energy, capable of causing extreme damage.

The surviving crew members were taken to Los Alamos, where there was an important and secret research center, from which the atomic bomb was born. The dead were subjected to an autopsy and the survivors to an interrogation of which one survived. This survivor became known as Skinny Joe, and several revelations were made, including a plan to invade our planet.

This sounded like a wake-up call to the authorities and became one of the most important secrets kept by the



Skinny Joe - One of the survival's of the flying saucer

American intelligence service. Immediately an effort to reverse engineer the so-called UFO technology became urgent. This project became known as Fire in the Sky and ended up bringing one more actor to the world conflict: the Visitors.

In late 1951 a strange battle took place on European soil. A group of Americans and Russians were in combat when a saucer-shaped vehicle appeared in the sky. He was of large proportions and he landed close to the battlefield. From inside it came a series of small gray beings armed with what they called ray weapons and in a few minutes they destroyed about 20 tanks involved in the combat.

However, an American unit carried the new nuclear grenades, which eliminated many of the alien enemies and made the survivors flee to the flying saucer, which took off in moments, disappearing into the sky.

This episode was repeated in some other places, many without survivors, others according to rumors with the capture of ufos by the Russians and the Germans of the Werwolf Korps.

And from there the battlefield changed...

The Rise of the Arians

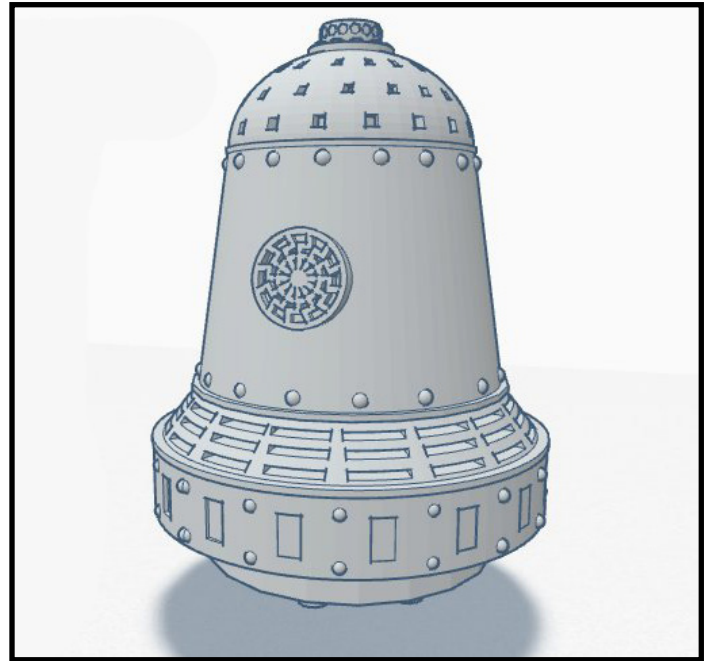
In 1948 the Germans started a bizarre secret project. This project consisted in the creation of an antigravity device, using the freshly processed Kerum 525, a radioactive liquid metal. Coming from the isotope of mercury, known as red mercury, it was endowed with strange characteristics. Using Kerum as fuel, German scientists created a bell-shaped device in 1950 and took it to one of their underground laboratories for testing.

This device would be able to generate a gravitational field and would be the engine of the old German Haunebu project, that is, its flying saucer.

These surveys were already being carried out before 1943, and it was one of the so-called Wunderwaffen, propagated by the Germans. The scientific leader of this project was Dr. Hans Gustav Obarth, a renowned German scientist, later responsible as the main coordinator of research with Kerum.

The first experiment with the so-called bell, achieved antigravity, but the cost was too high. The amount of radiation generated killed hundreds of scientists and plants within a radius of hundreds of meters.

Despite this initial failure, Doktor Gustav restructured the project and managed to build a new bell with the necessary insulation. It floated and served as the basis for the German antigravity engine.



In September 1949 a strange incident which became known as the Geist Krieger Dämmerung, caused both terror and fascination for the Germans. An experiment with a bell at a Luftwaffe proving ground was being carried out, when a radioactive insulation failure occurred, and lightning struck a truck that was standing there, turning it into a mass of radioactive metal along with its two occupants. Right after the accident, one of the most amazing things happened.

On the field stood a creature about 3.5 meters tall, glowing and looking like it had come from hell. She was a little confused, but recovering from her surprise, she ran towards two German tanks that were standing there, destroying them in an instant. According to official German reports, it took about 4 tanks to kill her, apart from the support of an infantry platoon.

The Germans were extremely curious about the creature, taking it for laboratory study and further analysis, which indicated that it was highly radioactive and its DNA was totally crazy by Earth standards. Scientists came to the conclusion that the bell functioned as a portal between dimensions and somehow “brought” that being.

Intrigued by what happened, they decided to repeat the experience and according to a report stolen by an allied spy, they were only able to bring in the so-called Schwarz Geist, or Black Spirits, twice and they could not be controlled.

One of them is believed to be alive. Another important point was the radiation beam that came out of the bell and destroyed the truck.

Doktor Gustav managed to reproduce it and transform it into a combat weapon, however its accuracy is quite uncertain. Gustav created a version of the bell about 3 meters tall and 2 meters in diameter that floats through antigravity. It roams the battlefield, and at intervals of time releases a stream of this radiation.

It was used for the first time against the soviets, causing chaos among them. In some situations the strange creatures appeared on the battlefield causing terrible casualties to the enemy (a Russian survivor says that this creature attacked the Germans at one time). another thing that was verified by the allies, is that the bell, in addition to releasing radiation in the form of rays, generates around itself a radioactive area that kills unprotected troops. The soviets call the bell колокол ада, or hellish bell, because according to the soldiers it opens the gates of hell and from there demons come out!

Organization Morgenster

With the appearance of the Poltergeists shortly after the experiments with antigravity bells, the German army began to worry about these developments. Interestingly, months after the first confirmed capture, Soviet partisans reported the appearance of the so-called Steppe Ghosts (Привидение степи), creatures that appeared in the air, glowed in the dark and disappeared shortly thereafter. They were not the same as Schwarz Geists, they were a little bigger than a normal man and they moved in an organized and intelligent way, always in groups of 3. They seemed to bring equipment and weapons, but no type of skirmish or combat was reported by any of them. Soldier.

Reports began to emerge that some of these beings captured animals, plants and even humans, but little was known about it. The soviets could not confirm the veracity of these occurrences, until a patrol came across 3 of these beings. What is known is that only one of these creatures neutralized the patrol of 9 men and disappeared with 1 of them in the air, leaving everyone on the verge of hysteria. All began to show symptoms of radioactive poisoning and 2 died later.

The Germans, upon obtaining this information through espionage, began to suspect that the Ghosts could be some intelligent race coming from the Schwarz Geists dimension, the so-called Black Sun Dimension, and they named them Erlikonigs. Faced with this, they created a military division, composed of scientists, soldiers and officers with a very high level of combat.

These specialists from different German organizations formed a special capture group aimed at hunting these beings.

At the same time, they became a terrible fighting force and much feared by allies in general, since in battle, they show courage and audacity that border on fanaticism. Their combat armor is modified in order to house the most modern in terms of weaponry and propulsion. What characterizes all of them are the black paint and have a red skull as an adornment in the upper hatch, which houses a sophisticated aiming system and night combat visualization. Thanks to this system, the eyes of these skulls glow a ghostly yellow fire, making their appearance terrifying.

Organization Morgenster soldiers operate in virtually all of the European and on the Western Front. In addition to capturing creatures from the Dark Dimension, they carry out special operations, sabotage and surgical strikes.

The German Christmas

In late December 1951, the Allies were surprised by an offensive by the Werwolf Korps with a series of new weapons. In addition to having their new combat armor, a series of genetically modified troops emerged. The Germans through Dr. Eugen Fischer began carrying out experiments in laboratories to create super-soldiers of the new reich. By combining the DNA of the animals with the human, they managed to develop two terrible types of combatants: the Korndämonen and the Drude. These first terrible warriors in close combat, armed with a terrible biological blade, similar to a very sharp sword. They are gifted with very high intelligence and are commanders of the Drude troops. These seconds are strange-looking crass creatures with great physical power and usually equipped with heavy weaponry.

The troops' attack on an American company was killed and according to one of its few survivors, "these creatures attacked so fast and fiercely, there was no time to react".

The Germans surprised everyone with their new combat armor, which decimated a Soviet tank group quickly and without losses. It was very clear that these episodes marked the entry of the Werwolf Korps in full force into the conflicts in Europe. This sparked a warning in the Allies and the Soviets, as something was being prepared for 1952.

GAME SYSTEM



Introduction

HOT WAR is a miniature combat system which the main purpose is recreating battles from an alternative world in the post-war era. In this new edition we change the scale of our game to 6mm.

What do you need to play?

a) **3d Printing Miniatures** - Our team thinking a lot about 3d printing, and we believe in this idea. Thus, if you like to help the game dev, please buy and download our models!

For this visit: <https://bit.ly/2qlPrLq>

b) **A table** - for a simple battle a table with 60x60cm. A game mate is a cool idea to improve your gaming session.

c) **Tape ruler and markers** - You need a simple tape ruler in inches and centimeters. All distances in this game are in inches.

d) **Dices** - a bunch of 6 sides dices called d6 for action rolls, and a scatter dice for direct hits.

e) **Iron Cross rules** - Our system fully utilizes the rules of our Iron Cross wargame. Hotwar is an expansion of our system that adds some new rules and units, but uses the base as the “engine” for its games. All combat mechanics of infantry, armored vehicles, etc. are used in this expansion.

You can download our game system game here at this link: <https://bit.ly/3N8EJS1>

WW2 MINIATURE WARGAME

IRON CROSS

2ND EDITION



BOOK II - ARMOUR AND ARTILLERY RULES



ANTÔNIO MARCELO & JORGE BENTES

INFANTRY



Factions

In our game, there are three great factions fighting in this alternative World War. These troops represent the fighting force which can be chosen by the players in their future battles. Regular soldiers (including WW2-based) will be applied to game factions sections. Here's a quick look at what's been added for this new game version.

Werwolf Korp – The army controlled by a clone of the evil and infamous dictator Adolf Hitler, who is spreading terror throughout the known world. With fantastic weapons and black Nazi magic, it's the most feared army. They are enemies of the free world!

Soviet Federation – The Red Army one of the most powerful armies in Europe. Led by Joseph Stalin, they are the main enemies and strong opponents of the Allies and Werwolf Korp.

Free United Nations (FUN) – Army formed by the USA, England, France, Free Germans, and other allied countries. FUN is led by a military/politic joint with the headquarters in a secret base called Area 23. This is the world in 1951!

The Visitors - Alien beings from Zeta Reticulli. Are powerful and strange enemies of all factions on Earth. Their objectives with human race are unknown

Troops Rooster

Game troops rooster contains information for your in-game use. Are they

- **Movement (MOV):** Ability of the unit to move in inches on the gaming table.

- **Wounds (W):** ability of the unit to receive damage without being eliminated from the game table.

- **Moral (Mo):** the psychological fiber of the unit to withstand extreme gaming situations.

- **Intelligence (INT):** The intelligence and discernment for the unit to resist magical and parapsychological attacks.

- **Weapons** : Weapons or special powers that the unit has.

Unit Sample

RUSSIAN FEDERATION - INFANTRY SERGEANT (18 POINTS)

MOV	W	MO	INT	WEAPONS
4 INCHES	1	8	8	SMG, GRENADES, PISTOL

Special Troops

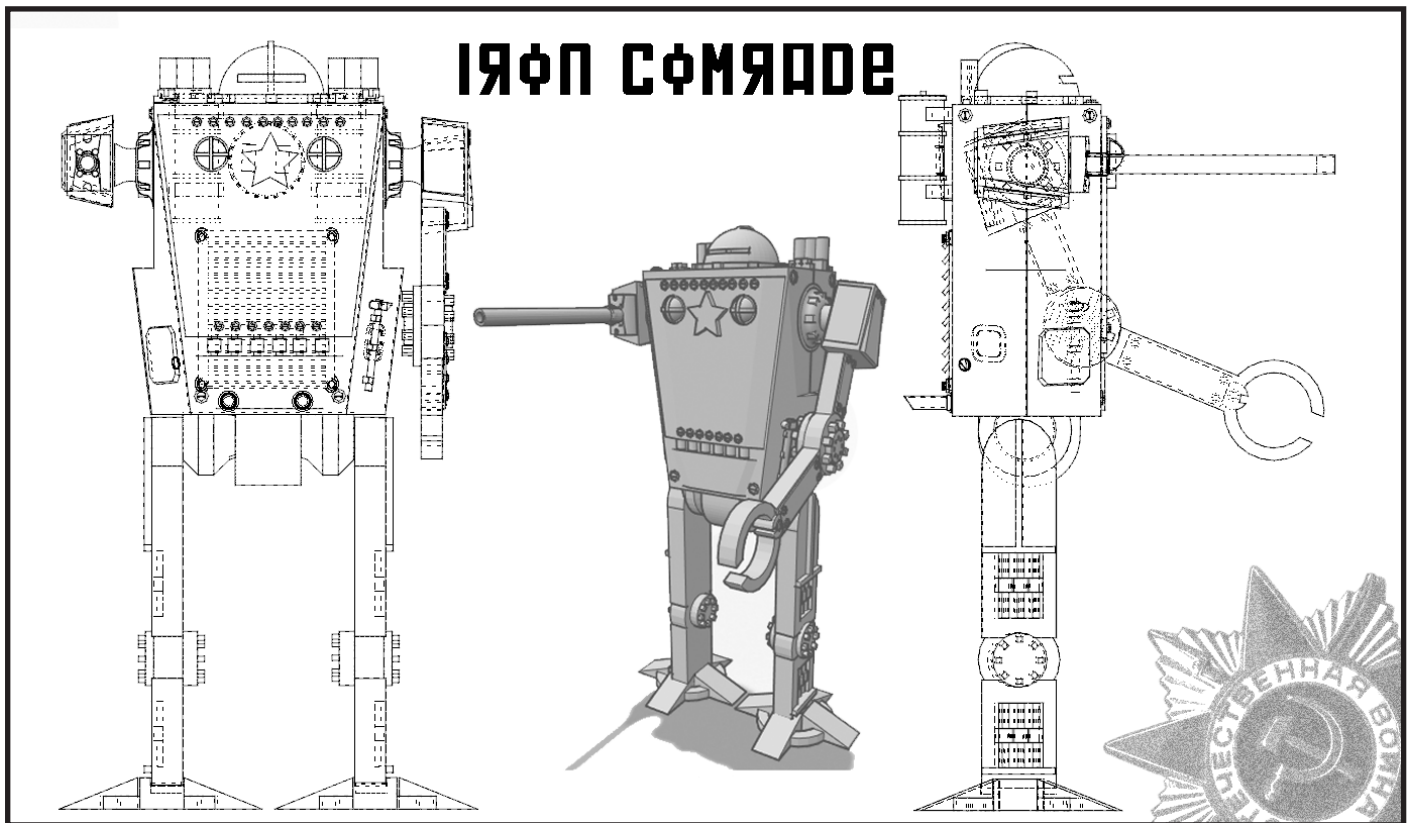
Unlike Iron Cross, in addition to the traditional troops, in Hotwar there are special troops with their own powers and armaments, we will cover each of them below.

Korndämonen and the Drude (Werwolf Korps) - Troops genetically created by the Germans and used as special troops of the Werwolf Korps. They are feared in melee even by the Visitors.

Simian Proletarians (Russian Federation) - The Russians developed it through biological technology, their super soldiers. After performing a cross between Russian and gorilla semen, from which (after a few failures) human/gorilla hybrids emerged, becoming soldiers with superhuman strength and speeds. These warriors entered combat and began to be feared by all. The super soldiers today are a troop of the NKVD, of which they are known as **Simian Proletarians**.

Paladins of Freedom (FUN) - Soldiers subjected to a DNA-based treatment, stronger, faster and capable of exceptional combat prowess. They are charismatic, born leaders and capable of leading and inspiring allied soldiers.

MECH UNITS



5.0 Introduction

Mech Units (also called Auto-Propelled Units) are combat mechs powered by gasoline. They are equivalent to tanks and used as independent attack units or to support infantries. In these basic rules, we are going to cover some aspects of mechs in the game, so that you can have fun!

5.1 Movement

Mechs move like any other unit in the game. However, they have some restrictions:

- a) Mechs can't enter the water, whether it's a lake or river. If they do, they are considered destroyed.
- b) Armors can't enter small buildings, only large ones.
- c) Armors destroy barbed wire, turning an area with it in open areas.
- d) Armors can't enter trenches but can pass over them using half of their movement.

5.2 Combat

The core of mechanized war was the tank; in our

game, it's the mech unit. Basically, mechs work this way: they must fire, check if there was a hit, then penetration, and finally the effect.

Every mech has its own protection which avoids or not the penetration. Our mechs have 3 types of armor

Front Armor (FA) - Represents the armor of the mech in its front area.

Rear Armor (RA) - Represents the armor of the mech in its rear area.

Side Armor (SA) - Represents the armor of the mech in its lateral areas.

To hit a target, the armor must check first the range of its cannons (see the cannon table) and roll a d6 for hit dice. If the results is 3 or more, you get a hit, but we have some bonus or penalties situations.

- Target has moved more than 8 inches in its movement phase: -1 in a hit roll
- Mech moved to a new position: -1 in a hit roll.
- Target is within 4 inches - +1 bonus in a hit roll.
- Target id in open ground - +1 in a hit roll

WEAPON PENETRATION CHART

PENETRATION FACTOR	MECH ARMOR CLASS					
	1	2	3	4	5	6
1	3+,	5+,	6\3+	NE	NE	NE
2	2+,	3+,	5+,	6\3+,	NE	NE
3	2+,	2+,	3+,	5+,	6\3+,	NE
4	A	2+,	2+,	3+,	5+,	6\3+,
5	A	A	2+,	2+,	3+,	5+,
6	A	A	A	2+,	2+,	3+,

NE – NO EFFECT

A – AUTOMATIC PENETRATION

6\3+ - ROLL IN A D6 A NATURAL 6 AND ROLL AGAIN IN A D6. THE ROLL OF 3+ PENETRATES IN THE MECH ARMOUR

After this action you the players check the hit penetration. To verify if the hit has penetrated the armor of the opposing mech, the player rolls a 1d6 and consults the weapon penetration chart comparing the PF with the armor of the target (depending on the target position the player hits the front, rear or side armor). In case of successful penetration, the mech lost 1 wound point.

5.3 Critical Hits

When a damage roll results a 6 (known as natural 6, to the difference from 6 obtained with modifications) checking the penetration, there is a critical hit. In this case, in addition to the damage of the weapon, the player who has suffered the critical hit, should roll 1d6 and refer to the critical hit table.

Note: In results like 6/3+, the critical hit happens in a second dice roller with a natural 6.

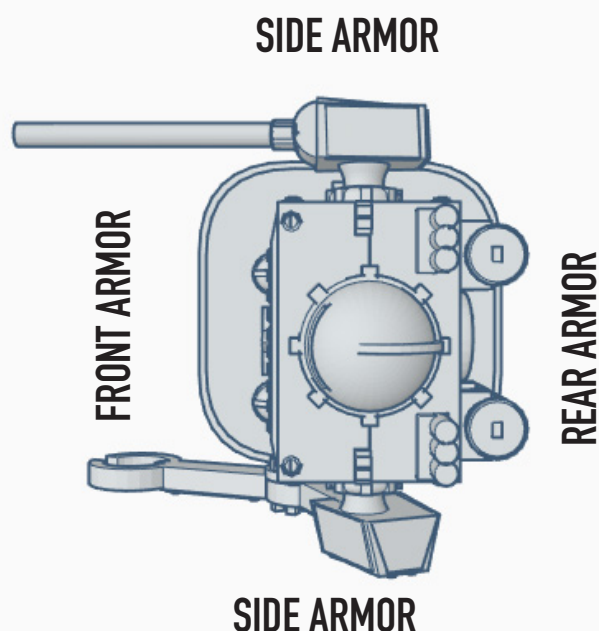
MECHS GUNS PENETRATION FACTOR

CALIBER	RANGE	PF
45/47 MM	40 INCHES	2
75MM L/43-48	50 INCHES	3
76MM/ 75MM L/70	50 INCHES	4
88LL	60 INCHES	5
110 MM	60 INCHES	6
100 MM	60 INCHES	6

5.4 Wounds

All mechs have two or more wounds. Each hit (except critical hits) takes out 1 wound, if the wounds reaches zero, the mech is destroyed. Destroyed mechs are not removed from the battlefield because they can block line of sight and be used as cover. Put a bundle of steel wool or chunk of cotton on the mech to show it was destroyed. The same can be done with houses which became ruins, depending on the situation.

Note: Mechs don't make morale tests



CRITICAL HIT TABLE

1 – **Armor Destroyed, Pilot Killed.** The shot penetrates the upper part of the mech, destroying the head and killing the pilot.

2 – **Right Side Paralyzed** – Pilot loses control of servo motors from the right side. If the weaponry is on the right, it can't be used. Mech loses half of its movement and decreases its Melee bonus by half (rounded down).

3 – **Left Side Paralyzed** – Pilot loses control of servo motors from the left side. If the weaponry is on the right, it can't be used. Mech loses half of its movement and decreases its Melee bonus by half (rounded down).

4 – **Mech Paralyzed** – All servo motors systems are paralyzed, stopping any action from the mech. The pilot will die in 3 turns due to lack of air inside the mech. The mech is destroyed

5 – **Shot Penetrates Mech** – Pilot has to make a saving throw. In a result of 3 or more, the pilot dies, else nothing happens

6 – **Damaged Controls** – The shot penetrates the mech and damages the controls, provoking a dead halt (it can't be fixed in the battlefield). The pilot must make a saving throw rolling 3 or more to make something work. If fails he dies in 3 turns and the mech is destroyed. If he saves, the player must make a test every beginning of the turn to check if something starts working again. Roll a d6 6 results the Mech is operational for this turn, else is still halted.

INFANTRY ANTI TANK WEAPONS

WEAPON	RANGE	PF	COUNTRY
SEMONOV MK2	25 INCHES	3	SOVIET
PANZERFAUST *	6 INCHES	4	FUN/WK
BAZZOKA *	10 INCHES	3	FUN

5.3 Infantry against Armors

An infantry can attack armors in four basic ways:

a) Stick Bombs – Special explosives that can be stuck on the bodywork of a mech. The infantry must succeed in a morale test, move to the mech it wants to paste the bomb, and still have movement enough to go back, at least 2 inches.

The attacking player can immobilize a mech if he rolls 3 or more in a d6. Once immobilized by a stick bomb, the mech cannot move anymore (but can make ranged attacks). If the mech can't be paralyzed in both situations, the explosive detonates with no harm to it. If the player's troop can't withdraw from the explosion area, a 2 inches radius, it must make a saving throw with a result of 5 or more. If fails the unit has destroyed

b) Antitank Weapons – Antitank weapons are the bazookas, panzerfausts, antitank cannons, etc. Each weapon has a Penetration Factor, showing if it can or not penetrate the protection of an armor or vehicle. Check the table below to see each kind of weapon. To hit, a player needs 3 or more to hit. Weapons with “*” symbol have one charge

c) Molotov Cocktails – Cocktails can damage mechs, with a result of 5 or more in a d6. Every troop inside vehicles can be saved if they get 4 or more in a d6. If the target is an armor and the same is damaged, a d6 must be rolled and the result checked the results below:

1-3 – No effect

4 – The fuel infiltrates in the gaps of the mech, penetrating the bodywork. Make a saving throw for the pilot. If the result is 4 or more, the pilot is saved, else the pilot dies and the mech is out.

5 – The fuel infiltrates in the gaps of the mech. Make a saving throw for ammunition. If the result is 4 or less, the mech explodes, killing the pilot.

6 – The fuel infiltrates in the gaps of the mech. Make a saving throw for the armor fuel. Unless the result is 6, the mech explodes, killing the pilot.

d) Flamethrowers – A flame-thrower can damage a mech if it gets 3 or more in a d6. The same rule for Molotov cocktails apply.

NOTE: The table above applies to the flamethrower damage on mechs.

MECH SPECIAL RULES



Fuel Shortage

Red Devils and Gasoline Cowboy for having a radius of action smaller than the other mechs have a particularity. matches with more than 6 turns may cause a fuel shortage problem. In this case, the player who is in control of these mechs in the starting phase must roll 1d6 for each of them present on the game table individually. If the result of the bearing is 6, it means that the fuel of that unit is finished. However, she can continue to shoot targets against the board in her line of sight. Targets behind the mech or its side cannot be hit, as the unit cannot move anymore. The unit will remain in this state until the end of the game.

Double Cannons

For having two cannons there is a special rule in play. Usually, mechs hit with 3 or more of a d6. The player can shoot one of the cannons and hit it would need 3 or more in the bearing on the d6 for the hit. If he shoots the second target against the same target with the same cannon he would need to get a value of 5 or more in a d6 roll to hit.

This is due to the Red Devil and Nikita's gum system needing adjustment to keep the mech balanced. If the player uses the second cannon to hit another target in their line of sight, the hit will only be made with a score of 6 on a 1d6 roll. In this case, it is not considered a critical hit, only the normal hit.

Double Barrel

Mechs like Nikita and Red Devil has a special attack from which it fires two guns simultaneously against the same target. In this case, he rolls two of 6 and hits with 5 or more in a roll of 1d6. If the results of the two dice are equal numbers the guns must pass a test. The player rolls 1d6 and look at the table below

However, if he scores a roll result of two of 6's example, 6/6, it will automatically cause the critics on target, yet there is a special situation in the cannons. The two cannons come into overheating situation. and

the player will roll a d6. If the result is 6, the mech explodes and is out of the game.

Double Barrel Table

Roll	Effect
1,2,3,4	nothing happens
5,6	Jammed cannons, 1 turn to put them back operational. On the next turn he can not attack with the cannons.

Note: In Nikitas case the combination of the two 47mm guns, acts a 88 mm gun.

Melee Combat

Mechs Melee Combat it is very similar with traditional melee in Iron Cross. Melee combat happens when a mech in movement phase comes into contact with another unit or over it, i.e., when the bases meet each other. The attack is made by applying the base attack to a d6 roll, plus any weapon bonus.

Mech Versus Mech—In this case the melee rules change. Each Mech rolls 1 die and applies melee weapon modifiers. Each Meka has the following modifiers:

Gasoline Cowboy – +3 modifier. Possesses the Freedom Fist, a weapon capable of penetrating the toughest armor of other Mechs.

Zweihänder – +3 modifier. Possesses Thor's Hammer, a melee weapon effective against enemy Mechs of the Werwolk Korps

Iron Comrade - +3. Possesses Lenin's Claw, a special combat weapon known for its massive damage.

If there is a victory, the Mech is not eliminated, but the Mech damage table is consulted.

KRIEGSANZUG - MKI - +1. Have the Iron Glove a simple mechanical hand.

Note: If the mech loses the “arm” that has the melee weapon, it automatically loses the bonus. Nikita does not have any bonuses in melee combat, except against infantry.

Mechs and Infantry Melee Combat

Traditional-type infantry should not engage in melee combat, save for bioengineered units. It's practically a suicide.

They work exactly like the melee rules of one combat armor against another. If a traditional unit attempts to engage in melee against armor, it must do the following:

a) Declare in your movement phase that you will engage in melee against armor;

b) Make a moral test, passing it. If you can't, the unit lose your movement and don't engage;

c) Move to the base of the armor characterizing the melee;

Armor may attempt to disengage from the troop in its movement phase. To do so, he in his movement phase rolls 1d6. If it rolls 1 or 2, it breaks free and moves normally. Otherwise, it stops. Melee armor with infantry can attack from a distance, but has a -1 penalty on hit. Infantry that engaged against armor at the time of melee combat have a -2 penalty to their attack die. If a traditional infantry unit deals damage, the mech loses one point in its wounds.

Moral Situations

Mechs does not check morale in any situation. The Nikita in Soviet Army still give a +2 moral boost to troops within a 4 inches radius around them.



WERWOLF KORPS



Introduction

On September 8, 1943, a few weeks after the Battle of Kursk, a meeting took place in Wewelsburg, Westphalia, under the command of Himmler himself.

He secretly met with the SS high command to discuss Germany's future in the war and the possibility of a possible thousand-year-old defeat of the Reich. The whole arrangement was made so that only members of extreme confidence and with great patents within the SS, if they met and that would be debated there, did not even come to the ears of Hitler, therefore would be considered high treason.

Himmler received information from his agents in Russia and elsewhere in the world, warning that for the first time Germany was retreating and that the production capacity of the allies had already far outstripped that of the Reich and that it would be a matter of time for everything to be lost. This news fell like a bomb for that group and it was understood that an alternative war plan should be created. The Riese Project was already in full match, with about 7 underground facilities being excavated in the mountains of Silesia and began to be designated as the first German resistance base in case of defeat.

These bases were already being interconnected and fed by a primitive Nazi nuclear reactor that was in test stages. By the end of 1944 they were expected to be complete, with weapons factories, research laboratories and a whole intelligence center that could coordinate Germany in the event of collapse.

In addition, Himmler had revealed that a German base in the Antarctic was being erected and would be operational soon. On this basis were being held very special experiences in the area of high energy and physics. The leaders of the SS saw these advances, decided to initiate the so-called project 17, which would be the creation of 17 Nazi bases scattered over mountains and wild places of Germany, where several experiments would be carried out and elite soldiers



would be housed with their families, to continue the fight in the case of the defeat of Germany.

These soldiers would be known as Werwolf, but without any kind of magical or mystical connotation, the name was given because in the case of a special alert, they would leave their stations where they were leased by all the front and would go to these bases in a sly way.

They would form the backbone of a highly trained and gifted army of advanced weapons, which the Nazis would use in special operations, sabotage, assassination, and terrorism. Moreover, if the Russians actually threatened Germany, the Werwolves would instigate Stalin to betray his allies at the end of the war, causing him to be compelled to dominate all of Europe under his judgment.

These measures were condensed into an ultra-secret document written by Himmler himself, known as Das Buch der Schwarzen Sonne, or The Book of the Black Sun, in honor of the great black sun that was in the main room of Wewelsberg. From there the SS began to dedicate all his efforts to this project.

But it was not only in the physical realm that Himmler was working, in the world of occult and magic, things were happening ...

The Morning of the Magicians

Himmler created a division within the SS called the Ahnenerbe, initially responsible for the search for various archaeological objects, but which would become the main organ of occult studies. He was fully influenced by the writings of Guido Von List, Diewtrich Eckart, Jan Hanussen and other German occultists. Nazis with various magical practices and at this time the first contacts with the so-called “Angels of Vrill” pandimensional entities that promised the Nazis a series of immeasurable powers.

A home named Karl Wolff would become after a series of purges the main head behind the Ahnenerbe and later in what would be one of the leading colleges of black Nazi wizards. When the defeat of Kursk happened in 1943, Wolff in one of the sections of contact with the Angels of Vrill saying that the war would be lost to Germany, but that there was a solution so that in the end the world continued fighting among themselves.

He came to Himmler and the famous meeting in Wewelsburg and helped project 17, and in 1944, when the Allied invasion took place in Europe, Wolff had taken a number of important scientists, as well as resources, men and equipment for the base in the Antarctica.

There he would set up a portal that would allow the Nazis to bring Vrill’s Angels into our world, but we do not know what happened next, making it a very well kept secret by Werwolf Korp.

In January 1945 all Nazi underground facilities were ready and connected to each other, and according to reports about 200,000 officers and soldiers with their families were transported secretly to them.

Moreover, using the secrets of Nazi magic, they are protected by a kind of magic barrier, making their detection by the allies impossible. In these Undergrounds began to happen the most fantastic

experiences, among them the clone of Hittler and designs of fantastic machines of war.

1945 and the Post War

When the Russians invade Berlin and Hitler commit suicide a new phase would be incited in the world. The allies began to dispute the Nazi booty, as well as began to judge the leaders of the movement. Himmler attempted to flee was captured and committed suicide but started the order Werwolf, where several members who failed to evade the 17 Nazi bases, set up resistance nuclei to continue the fight.

At the same time several spies who were in the high allied and Soviet commands, began to induce the leaders, mainly Stalin to start a new war for territories expansion. In 1947 the Russians took their first steps towards this, which culminated in 1948 with the explosion of three US nuclear bombs on Soviet soil.

The war resumes as the Nazis now under the cover of the Werwolf Korps begin to act. His tactics seek the theft of information, technologies and incitement to war. Many sabotage operations are done by Werwolf, but allies are assigned time, hour to the Soviets. In 1951 they finally come out of the shadows, entering into conflicts against the Russians and the allies, always taking advantage of the weakness of each side. Instigate fear and terror, taking advantage to co-opt sympathizers in both armies. They also begin stealing resources for their fortresses to increase weapons production and training of more soldiers.

Everything contained by a clone of Hitler, who was responsible for his predecessor, was genetically improved by unknown techniques. This new Hitler according to information is the typical Aryan of the Nazi dreams: tall, intelligent, strong and without the physical problems of its predecessor. He commands his army in a tyrannical way, always waiting for the right moment to attack.



The Werwolf Korp Organization

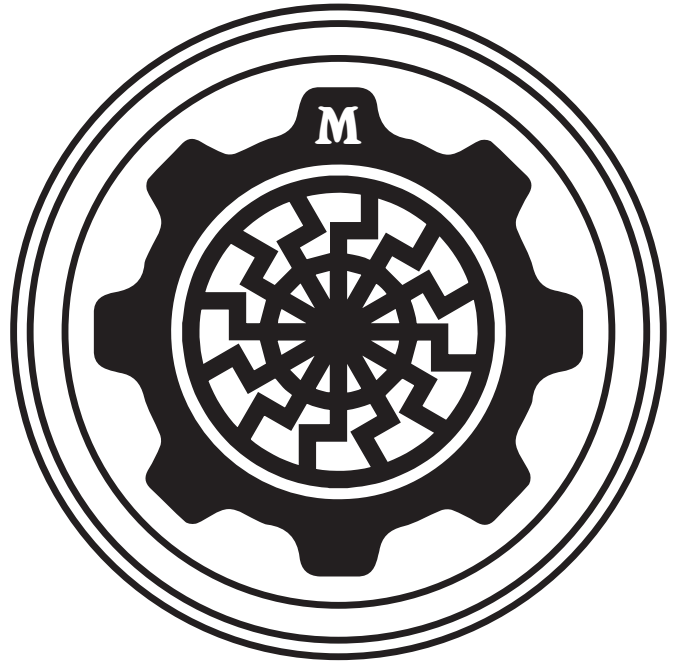
According to information obtained by the Allied and Russian secret services the Werwolf Korp is divided into 3 large organizations:



Waffen Werwolf Korp or WWK- These are the ground and air forces of the azis. Formed by elite soldiers and high-tech weapons. They have about 100,000 soldiers ready for any action. His organization is based entirely on the old Waffen SS.



Zauberkommando - The Magic organization of Werwolf Korp, being an occult military organization responsible for the magical connections with the Angels of Vrill and other pandimensional entities.



Organization Morgenster- This is the scientific and manufacturing arm of Werwolf Korp. All scientific research and industrial production is managed by this organization. Several scientists who managed to escape to the Nazi fortresses are working today in an effort to create a series of new wunderwaffen for these new times. These three divisions work together and in a continuing effort to keep the Nazi gears running at all costs.



KRIEGSANZUG – MKI



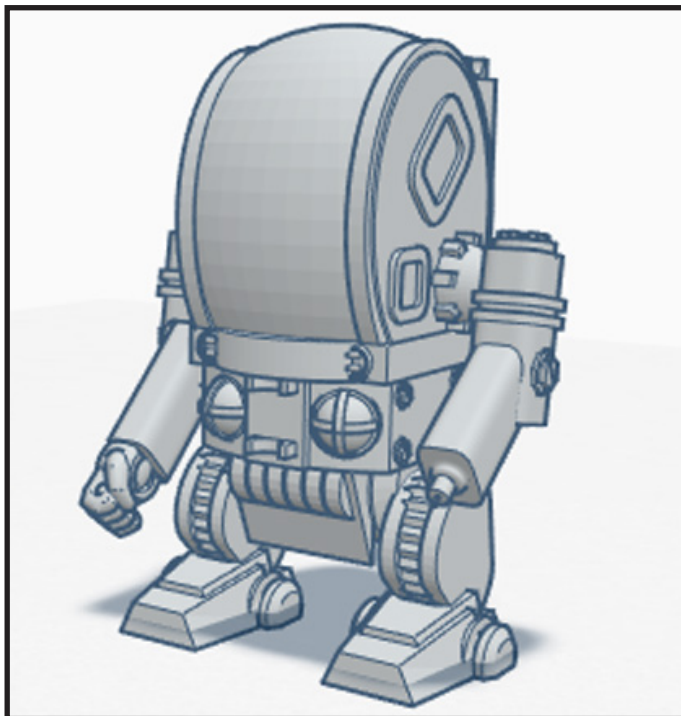
GERMAN LIGHT COMBAT ARMOUR

The Kriegszug MKI codenamed “Viktor” is a new model of combat armor developed by Werwolf Korp. It is an evolution of the existing models, due to its miniaturization of components and greater power in its engine.

The “Viktor” emerged after a need for the best protection for infantry on the battlefield. The casualties of combat were becoming very high on the German side, and according to several reports from Allied intelligence, the answer was the development of more compact combat armor, well armed and able to withstand harsh environments. These armors are smaller than a Zweihander and are more easily maintained and capable of being a quick response to various combat situations.

However, they are less armored, which is compensated for by a considerable speed and action range for a vehicle of this type. The technique of component miniaturization in these models is fantastic, and none of them have yet to be captured by the Allies or even by the Soviets for a reverse engineering process.

These combat armor are formidable weapons, and Werwolf Korps is already starting to take advantage of it on the battlefield. The Allies need to answer soon. Otherwise, the balance may be in favor of the enemy.



TECHINICAL DATA

HEIGHT: 2.2M (6.6 FEET)
 WEIGHT: 950 KG / 2094 LB
 AUTONOMY: 200KM / 124 MIL
 MAX SPEED: 50 KM/H / 31 MPH IN OPEN ROAD
 MAIN ARMAMENT: ONE OR TWO MG-42
 CREW: 1 OPERATOR

PROFILE

VIKTOR (80 POINTS)

WEAPON	RANGE	PF	COUNTRY
PANZERFAUST *	6 INCHES	4	FUN

MOV	WOUNDS	FA	RA	SA	WEAPONS
8 INCHES	2	2	2	2	1 HMG PANZERFAUST FLAMETHROWER



ZWEIHÄNDER



GERMAN HEAVY COMBAT ARMOUR

Zweihander is one of the most feared armaments of the Werwolf Korps, because it is a modern and very well armed combat mech.

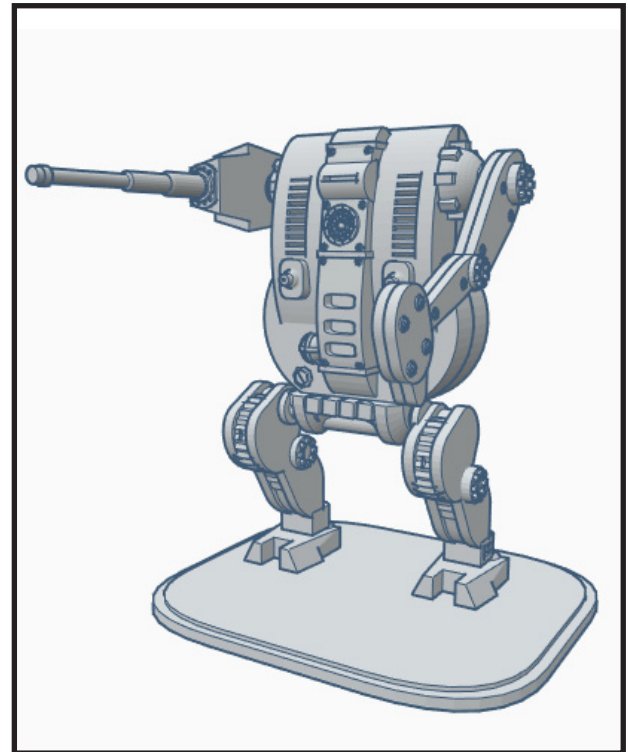
Equipped with very tough armor and a 88mm cannon is one of the most dangerous opponents in combat. Its appearance occurs in 1951 in a small skirmish where two of these wicks destroyed 4 Russian Iron Comrades in a matter of minutes.

Their pilots are very well trained and usually organize themselves into 2 units platoons (Zugs) with the leader and his wing. They are deadly combat machines and are usually feared by allies

Some of these wrecked machines were captured after fights and after some reverse-engineered technics, the allies made a number of improvements in their mechs, but some mechanical parts are still obscure and do not make much sense.

According to several observers the only weak point is its back where the armor is weaker and usually a single shot is capable of destroying one of these combat vehicles.

Undoubtedly they are very dangerous and powerful opponents in any combat zone



TECHINICAL DATA

HEIGHT: 3.8 M (12 FEET)

WEIGH: 4 TON

AUTONOMY: 400KM / 248 MIL

MAX SPEED: 70 KM/H / 43 MPH IN OPEN ROAD

MAIN ARMAMENT: 88LL CANNON TWO MG-42

CREW: 1 OPERATOR

PROFILE

ZWEIHÄNDER (150 POINTS)

MOV	WOUNDS	FA	RA	SA	WEAPONS
7 INCHES	3	4	3	4	2 HMG 88LL GUN



KUGELPANZER



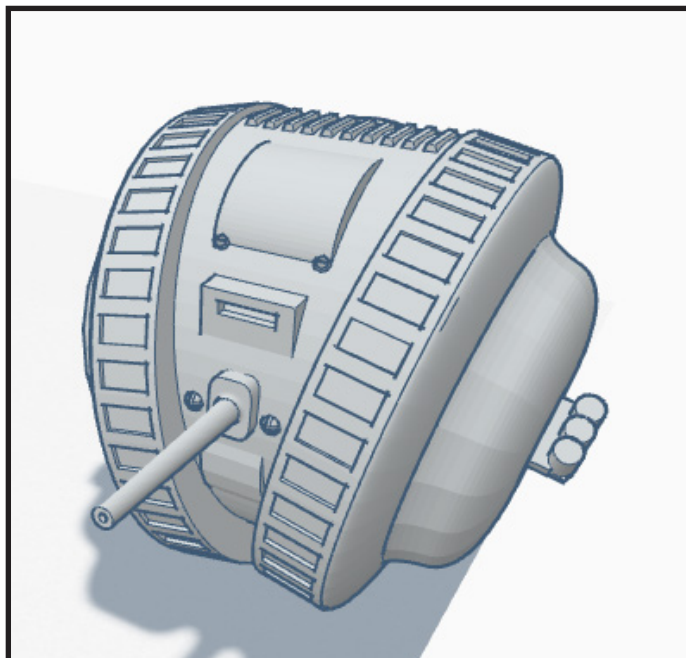
This strange vehicle was a vehicle, manufactured by the famous Krupp company, and the idea was to be a one-man scouting vehicle. Because it is a vehicle of reconnaissance, its main function is not one of armor proper but one of a unit of fast attack, mainly against infantry.

After the armistice the vehicle prototypes from recovered by the Allies, except for two of them who were taken by a division of the SS, who fled to the fortress in the German Alps.

The Kugelpnazer became a museum piece until in 1949 they appeared in combat in the units of the Werwolf Korp. Two versions were developed, one with a small cane of 50mm with about 30 rounds and the other version with two MG-42 machine guns with about 2,500 rounds,

The Kugelpanzer consists of a center cylindrical compartment with a single direct vision slit at head height and a large ingress/exit hatch at the rear. The vehicle moved via two rotating hemispheres that make up the sides of the vehicle. These hemispheres were powered by a macro combustion engine, which powered the vehicle to an awesome speed of 80 km/h.! A smaller wheel on the rear of the vehicle is used to steer and keep it stable.

With a fuel range of 300 km and crew of one pilot this vehicle is one of the most strange in the European battlefield.



TECHINICAL DATA

HEIGHT: 2M (7 FEET)

WEIGH: 0.4 TON

AUTONOMY: 300 KM (185 MI)

MAX SPEED: 80KM/H (49 M/H) IN OPEN ROAD

MAIN ARMAMENT: 37MM CANNON OR ONE 7.62 MA-CHINE GUN OR FLAMETHROWER

CREW: 1

PROFILE

KUGELPANZER (50 POINTS HMG VERSION - 70 POINTS 37MM GUN/FLAME))

MOV	WOUNDS	FA	RA	SA	WEAPONS
20 INCHES	1	2	1	2	1 HMG OR 37MM GUN OR FLAMETHROWER



Kugel Panzer Rules

- The Kugelpanzers work exactly like a vehicle. They have a night vision system, so they are not affected by darkness. They have their own damage table;

- Kugelpanzers can trample any unit with the exception of heavy armor or giant mekas as long as they declare it. The unit hit must make a save:

- Infantry 5+ on a d6
- Light armor 4+ on a d6

Once hit the infantry is eliminated and the armor must consult the damage table to verify what the damage was. The Kugelpanzer must roll 1d6. If you get 1 or 2 it is damaged and you should consult your damage table.

- The Kugelpanzers are armed with an HMG and can even be in a special version, called Flamme Kugel Panzer, armed with an infantry flamethrower with 12 charges or a 37mm cannon

- Kugelpanzers cannot cross mud terrain, bogging down immediately.

Special Rules

a) Molotov Cocktails - Cocktails can damage a kugelpanzer, with a 4+ on d6. If the target is a kugelpanzer and it is hit, a d6 must be rolled and refer to the table below:

Damage Table

1-3 - Paralyzed for the end of the game. But can attack with the weapons.

4 - The fuel enters through the gaps in the kugelpanzer, entering the bodywork. Make a save for the pilot, saving with 4+ on d6.

5 - The fuel enters through the gaps in the kugelpanzer. Make a save for the ammo. Make a 6 save on d6, otherwise the kugelpanzer explodes killing the pilot.

Within a radius of 1 inch around you, units should make an equivalent save having to roll a 6 for infantry and a 4+ for armor. If they don't pass, the infantry is eliminated and the armor takes damage automatically.

6 - Fuel enters through the gaps in the kugelpanzer. Make a fuel save. Make a save with only 6 on d6, otherwise the kugelpanzer explodes killing the pilot.

Within a radius of 1 inch around you, units should make an equivalent save having to roll a 6 for infantry and a 5+ for armor. If they don't pass, the infantry is eliminated and the armor takes damage automatically.

b) Flamethrower - A flamethrower can damage a 3+ kugelpanzer on a d6 roll. The same rule is used for the Molotov cocktail.

c) Infantry Weapons - Infantry anti-tank weapons (stick bombs and anti-tank weapons) work just like armor, with the proper penetration and damage tests. Destroyed Kugelpanzers must be left on the battlefield to serve as aiming obstacles, always with a -1 modifier to hit. Grenades affect Kugelpanzers, but these save with 3 or more on the die.

d) Artillery and Mortars - As a special light reconnaissance vehicle, the Kugelpanzer must make a rescue while in an artillery blast area. For that he must roll 3+ on a d6. If not, consult the damage table.

Damage Table

1 - Target destroyed, pilot killed.

2 - Drive hit, target destroyed, pilot killed. The Kugelpanzer explodes destroying everything within 8 cm of its center. Units around you should make an equivalent save having to roll a 6 for infantry and a 4+ for armor.

3 - Ammo hit, target destroyed, pilot killed. The Kugelpanzer explodes, destroying everything within 10 cm of its center. Units around you must make an equivalent save, having to roll a 6 for infantry and a 4+ for armor. If they don't pass, the infantry is eliminated and the armor takes damage automatically.

4 - The shot hits the pilot killing him instantly. The Kugelpanzer will move normally this turn in its original direction, then stop.

5 - The shot penetrates the Kugelpanzer hitting the controls and ending the steering system. The player must make a test. If you roll a 6 on the die, you can move and control the vehicle. Otherwise, it remains in the same direction, stopping until it hits an obstacle or leaves the game table.

6 - The shot penetrates the Kugelpanzer hitting its controls and locking it immediately. For any action from now on, you must roll a die and get 6 to perform the action.

DIE GLOCKE



Die Glocke or The Bell was developed by Dr. Hans Gustav Obarth and your team in 1945 and it is a bizarre and terrible weapon. This device would be able to generate a gravitational field and would be the engine of the old German Haunebu project, that is, its flying saucer.

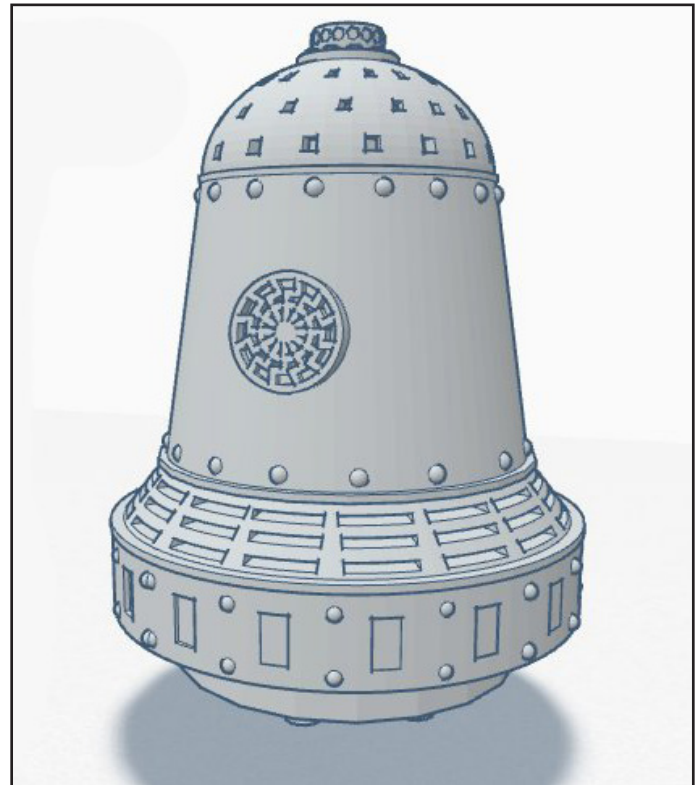
Reports say that the Bell floats using antigravity, and emits a lethal greenish radiation within a radius of 3 meters from its center. It is radio controlled by two operators of Organization Morgenster and it is not known how it is transported to the place.

There are rumors that the Bell opens a portal between universes from its origin to its destination, allowing immediate transportation to the destination. In addition, observers say that the Bell emits rays capable of disintegrating solid matter.

The Bell was employed in an attack on a Soviet observation post and in less than 10 minutes reduced the site to rubble, killing the entire 30-man garrison horribly. Due to being very dangerous, its use is rarely seen on the battlefields, being widely used against the Soviets.

Rules

The Bell works as a special weapon in our game. Used by the German army it is a terrible weapon that damages conventional troops.



TECHINICAL DATA

HEIGHT: 4M (7.9 FEET)

WEIGHT: UNKNOWN

AUTONOMY: UNKNOWN

MAX SPEED: UNKNOWN

MAIN ARMAMENT: UNKNOWN

CREW: 2 OPERATORS

PROFILE

DIE GLOCKE (250 POINTS)

MOV	WOUNDS	FA	RA	SA	WEAPONS
8 INCHES	1	4	4	4	RADIATION BLACK RAY BEAN PORTAL



Movement

The bell moves by floating on the ground, so it ignores different types of terrain, see the movement table below.

The German bell is controlled by the German player as follows:

- At the beginning of the movement pahse, the german player take a scatter dice and roll to see which direction The Bell moves. The bell always moves its 8 inches, except:

a) Encounter a wall, fence or obstacle - your movement stops immediately;

b) Leave the table - When the Bell leaves the board, it immediately appears on the opposite side of the board. Nobody knows how the bell does it!

When moving, the bell leaves an area of 2 inch radius of radiation around its center. Armor, Mechs, vehicles, the special infantry troops are not affected by this radiation, the others must make a save, rolling a d6 and getting 5 or 6 for saving, otherwise they are considered eliminated.

- The bell can move over the water without any problems as it floats on the table.

Combat

The bell has some important features to bring to combat. Let's go to them:

a) Molotov cocktails, grenades and flamethrowers do not affect the bell.

b) Stick bombs paralyze the bell with 2 or more on the d6 dice roll . The bell stays still at the rest fo the game, but continues to fire.

c) Guns hits the bell normally, like another vehicle. Once hit, the bell is eliminated, but a radiation marker with a radius of 2 inches must be left in place, indicating that that area is radioactive, turning into an impassable terrain.

Black Ray Bean

The bell fires a beam that is known as a Black Ray Ben However, the accuracy of this weapon is not high. The German player must roll a 5 or more on a d6 to hit a target, otherwise the shot misses the target. If the shot hits the target, it is automatically destroyed, transformed into a mass of radioactive metal. The range of bean is 20 inches.

Dimensional Portal Opening

After the Bell shooting the German player must roll 1d6 and get a 6 on the result a portal to another dimension is opened and from there comes a Schwarz Geist. The unit is positioned one inche away from the bell at the 12 o'clock position (front).

Schwarz Geist

The Schwarz Geists, or Black Spirits, so called by the Germans, are creatures from another dimension, brought by the bell. The first of these was dissected after the initial accident with the bell in 1949. At about 3.5 meters tall and with enormous strength, these beings are apparently irrational, as they did not behave like a thinking being.

BELL MOVEMENT

TERRAIN	DESCRIPTION	MOVEMENT
Easy	Open terrain, streets, dirt road, stone road, plains, bridges, lakes, deep water, deep rivers	normal
Roughs	woods, scrubs, bushes, ruins, shallow water, marshes, mud, soft sand, stairs, steps, ladders, tropical forests, desnse foliage and debris.	normal
Obstacles	walls, rocks, building walls, etc	stop

In addition to being radioactive, they have blood rich in Kerum 525 and other unidentified metals. Its skeleton is made of a strange element, of enormous resistance, and its muscular tissue was very developed. Its braincase housed a large, apparently well-developed brain and this intrigued German scientists a lot, as the being's behavior was totally irrational. Other Schwarz Geists were captured by the Germans, it is even said that there is one alive in an underground laboratory in the Bavarian mountains, but this is pure speculation. Currently the Allies want to capture one of them for study, but the German bells are being little used in battle.

In Game

Once out of the portal, the Schwarz Geist melees the unit closest to it (except the Bell), if its movement allows it. Schwarz Geist has the following features below:

SCHWARZ GEIST (200 POINTS)

MOV	W	MO	INT	WEAPONS
9 INCHES	2	-	7	RADIATION +3 MELEE NATURAL ARMOR 3

These units have a +3 bonus in melee combat and have a 3 (FA,RA e SA)armor all over their body. This unit, upon eliminating the unit it has engaged, leaves to attack the nearest one. These units do not suffer any kind of moral check, but can be controlled through magic (see magic rules). They emit radiation within a radius of two inches from their center. Units that are within this area are subjected to radiation damage.

Important Notes

- a) They only engage in melee against any unit in the game table.
- b) Units (with the exception of armor) must make a radiation save with a 4 or higher on d6. Otherwise, even if they win the fight, they are eliminated by radioactive poisoning.
- c) Flamethrowers or Molotov cocktails affect this unit, the player with initiative on the turn, or the magic controller player, rolls a d6 if the result is 3 it is saved. If it fails the test, it is eliminated.

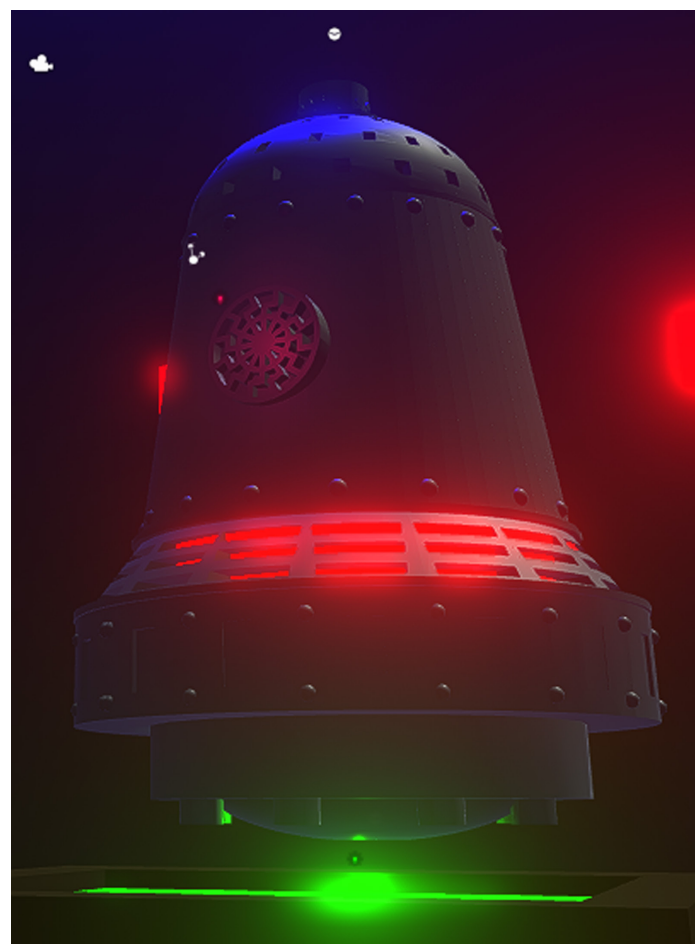
d) Grenades do not affect them

e) Only one Schwarz Geist per bell is allowed on the table. Until the unit is eliminated, the portal opening test is no longer made.

Kerum 525 overload (optional rule)

If a bell when you shoot your Black Ray Bean gets the result of 6 on your roll it can cause an overload on your Kerum deposit. The German player must roll 1d6 and consult the table below for in-game effects.

Roll	Effect
1	The Bell has a critical overload and explodes killing all units in a radius of 5 inches from their center. No save. Giant Units receives an automatic hit.
2,3,4	nothing happens
5	The bell does not move on the next turn but can fire normally.
6	The bell does not activate the Black Bean Ray on the next turn due to a problem with the shooting mechanism.



TROOPS



The Werwolf Korps Infantry it is made up of former SS soldiers and a series of new recruits indoctrinated through hateful propaganda maintained by this faction. However, in addition to the traditional human beings, a series of hideous and terrifying creatures are part of this faction's army.

The Organization Morgenster and the bizarre ZauberKommando are responsible for creating abominations for the battlefields.

Special Units in Hotwar

Korndämonen

They are typical melee units, created for attacks against equivalent enemy units. These special soldiers are subordinate to the Organization Morgenster, which is responsible for this type of troop. These units do not have traditional weapons, and only have their biological weapons.

- They have +3 in melee combat
- They are immune a fear (magic and normal)

Drude

They are strong and thought units , about 2.20 meters tall and extremely well prepared for combat. They have a 20mm cannon as a personal weapon and are terrible in melee. Not very smart, but extremely loyal to the WWK.

- They have +2 in melee combat
- They have a 20mm gun with personal ewapon
- Berserker - On a morale check, the unit that rolls 1 and 1 on the dice rolls, it enters berserker mode and does not need to check morale until the end of the game.
- They are immune a fear (magic and normal)

Untote Krieger

One of the most heinous creations of ZauberKommando, the untote kriegler or the zombie solds, are the result of Nazi black magic and the deepest evil that exists.

These units are prepared before a battle and at the beginning of it they are released armed with explosives so that when they get close to the enemy troops, they are detonated.

In a game they are positioned towards the enemy and controlled by the German player.

- Cannot be influenced by fear or control spells, as they have no mind.
- If they suffer any damage, they are automatically eliminated
- Not affected by radiation
- If they engage in melee or touch an opposing unit, they explode. In this case, the following situations occur
- Infantry units are automatically eliminated
- Mechs, tanks, Sharz Geists and vehicles suffer an attack with PF 5.
- They cause fear in regular units. The unit being attacked by the Untote Krieger, must make a morale check. If the units do not pass, they must retreat demoralized.



WERWOLF KORPS

WWK – INFANTRY (20 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	9	8	SMG, GRENADES, PISTOL

WWK – FELDWEBEL (SERGEANT) (25 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	10	9	SMG, GRENADES, PISTOL

WWK – ASSAULT PLATOON (20 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	9	8	HMG, GRENADES, PISTOL, BAZZOKA, FLAMETRHOWER

WWK – ASSAULT PLATOON OBERLEUTNANT (30 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	11	10	SMG, GRENADES, PISTOL

KORNDÄMONEN (30 POINTS)

M	W	MO	INT	WEAPONS
3 INCH	1	10	9	+3 MELEE,

DRUDE (30 POINTS)

M	W	MO	INT	WEAPONS
3 INCH	2	11	6	+2 MELEE, 20 MM GUN

UNTOTE KRIEGER (5 POINTS)

M	W	MO	INT	WEAPONS
3 INCH	1	-	-	BOMB

GERMAN ARMY – WW2

GERMAN WERMACHT- SOLDAT (INFANTRY) (10 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	8	7	CARBINE, GRENADES, PISTOL

GERMAN WERMACHT – FELDWEBEL (SERGEANT) (15 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	9	8	SMG, GRENADES, PISTOL

WAFFEN SS – SCHÜTZE (INFANTRY) (20 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	9	7	SMG, GRENADES, PISTOL

WAFFEN SS- OBERSCHARFÜHRER (SERGEANT) (30 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	10	9	SMG, GRENADES, PISTOL

LUFTWAFFE FALLSCHIRMJÄGER- JÄGER (AIRBORNE) (16 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	8	7	SMG, GRENADES, PISTOL

LUFTWAFFE FALLSCHIRMJÄGER- FELDWEBEL (SERGEANT) (20 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	9	8	SMG, GRENADES, PISTOL

PLATOON COMPOSITION

1 SARGENT
9 INFANTRY

FREE UNITED NATIONS



The Allied Army entered the scene in a stronger way after the D-Day landings in July 1944. Even with their presence in Africa and Italy, the Yankees only took effect from August, when they took Paris and established the western front along the northern France and finally in 1945, they defeated Germany.

When the original conflict ends, the US starts a series of underground bases in the Appalachians and brings the Manhattan project there for fear of spy attacks. In 1948 the war begins to take on new contours with the Soviet invasions and the European nuclear escalation in Russia.

In 1950, the Russians counterattack the US: New York is destroyed by a nuclear bomb, becoming the first city outside Europe to fall victim to this type of device. In 1951 the battle begins to roar across Europe, with the union of several allies, forming the Free United Nations.

The Western Bloc

The main countries that are currently part of the FUN are:

USA - The leader is responsible for being the backbone of this force in the West.

United Kingdom - Main point in Europe against the Russians and Germans.

France, Belgium and the Netherlands - They form a line of countries known as the Napoleonic Fortress, which defend northern Europe as a whole.

Brazil and South America - Known as the Amazon Defenders, they guard the southern hemisphere of the Planet. Brazil leads the region with important naval and air bases.

Old Europe - Countries like Germany (part), Italy, Baltic countries and a part of the Balkans, fight against the Russians and eventually against the Germans of the Werwolf Korps.



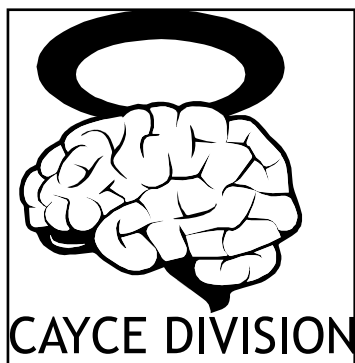
Africa and Oceania are protected by the FUN, but are considered neutral, as they do not participate directly in the current conflicts. In the case of Oceania, however, there is a strong military group, which acts in the event of an attack from China.

The FUN headquarters are in the city of Washington, as New York was destroyed by the Russian nuclear bomb, and today it is a radioactive area that is still in recovery. The FUN building is close to the White House and has a defense system, in addition to several nuclear shelters.



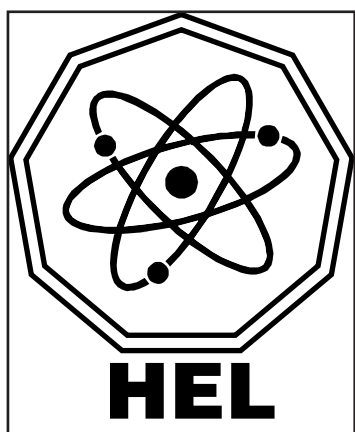
Area 53

Area 53 is an underground complex of laboratories built in the bowels of the Appalachians in 1946. These military scientific laboratories keep several secrets and carry out experiments with new weapons. Within the so-called Area 53 there are several research sectors, but the most important are:



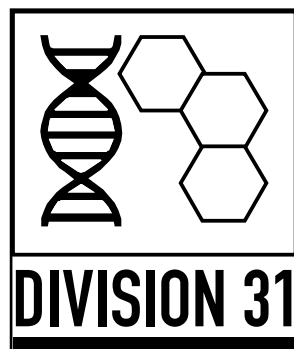
a) **The Cayce Division** - responsible for the studies of paranormality and magic. This department is responsible for experiments in the field of spiritism and magic, including the possibility of communication between dimensions.

Rumor has it that the Cayce Division is run by the famous wizard Aleister Crowley and other masters of the Western occult.



b) **The High Energy Laboratory (HEL)** - This is a laboratory focused on the study of nuclear energy and other branches related to quantum physics. In this place, several experiments are tested, especially with regard to the black dimension, where supposedly the Germans were successful with their Bell.

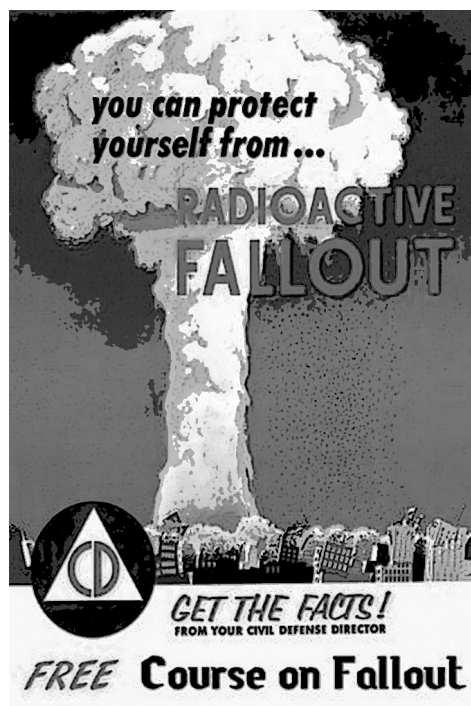
It is run by physicists such as Einstein, Oppenheimer, Teller among others. It is a place where new atomic weapons are being created, as well as new methods of generating energy.



c) **Division 31** - This sector is responsible for several experiences in the area of medicine, biology and genetic engineering. From there the Paladins of Freedom were created and also a series of new medicines. There are also rumors that the 31st Division is together with HEL studying the Visitors, performing autopsies on the corpses of these beings.



d) **Special Investigation Division** - A sector responsible for training special agents capable of carrying out missions to capture and rescue material considered secret, such as UFO wreckage, beings from other dimensions or even enemy war material. They are agents trained in various skills and scientific knowledge.

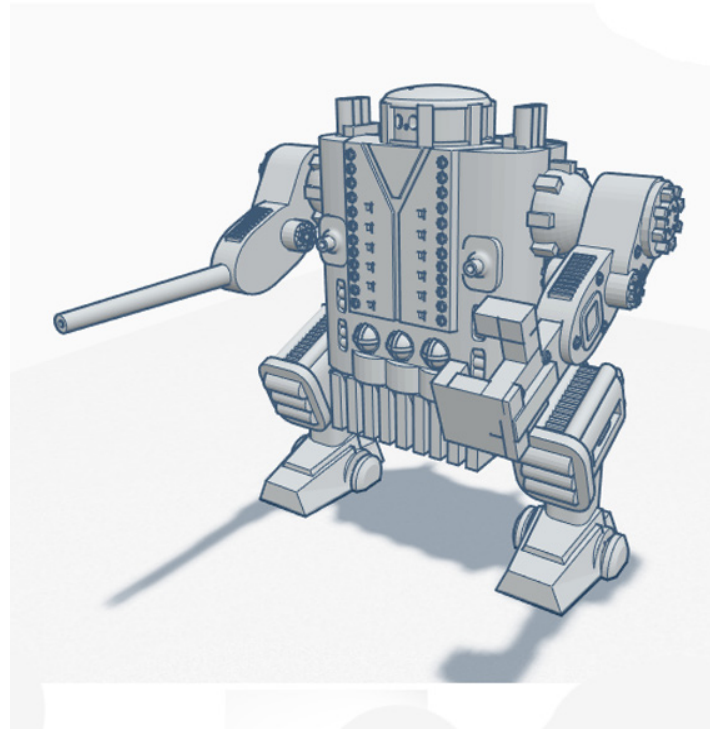


GASOLINE COWBOY



When the Free United Nations became aware of the Soviet mechs, they had astonishment and surprise. There were already rumors about research on macro combustion, but what was not known was that it was the level of advance achieved by the Soviet Federation. An answer had to be given urgently by the allies and after a series of espionage missions and the capture of a Russian Mech, the Americans were able to develop a macro combustion engine that would allow them to develop a mech of allies.

The Gasoline Cowboy was a project that was born after many attempts to build an allied mech. It was about 9 previous prototypes, before arriving at a robust prototype, effective and able to combat its Soviet equivalent. Equipped with a high powered Apache V-12 engine, two heavy machine guns and a 75mm high-powered cannon, it is a formidable opponent on the battlefield. With a front armor capable of withstanding many impacts, it became the base of allied armies on European theater of war. Gasoline Cowboy however has lost some advantages over its opponents. Its autonomy is smaller and its speed of locomotion, were sacrificed by a stronger armor and a robust system of control. This was a necessary cost to create a formidable opponent on the battlefields. In the present day in all the European war theaters this mech is present. Some of them even act in the east between the Chinese people's army and the western allies. Several squadrons operate in the area of China and some territories of occupied Japan, providing support against Chinese Communists. The allies rely on a powerful mech for their ranks, but the war continues and will be very costly and bloody!



TECHINICAL DATA

HEIGHT: 4.0 M (12 FEET)

WEIGH: 6 TON

AUTONOMY: 170 KM (105 MI)

MAX SPEED: 40KM/H (24 M/H) IN OPEN ROAD

MAIN ARMAMENT: 75LL CANNON , TWO 7.62 MACHINE GUNS

CREW: 1

PROFILE

GASOLINE COWBOY (150 POINTS)

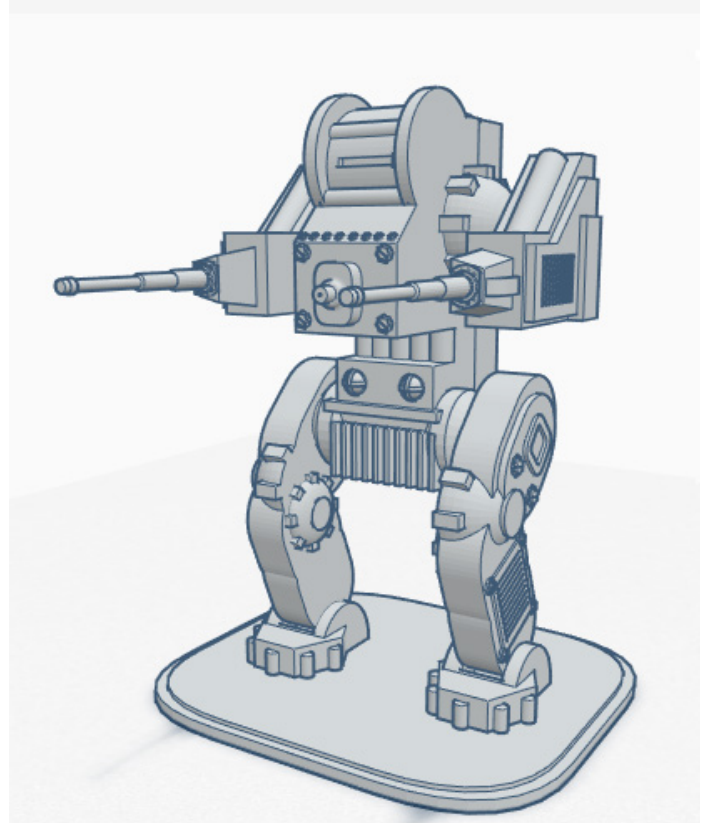
MOV	WOUNDS	FA	RA	SA	WEAPONS
6 INCHES	3	4	2	4	75 L 43-48 2 HMG



RED DEVIL



The Red Devil was a response from Britain to the allied war effort against the Russians and the Germans. Based on captured equipment of the enemies, British scientists managed to create their own version of combat mech. Produced in the same state factories from which the Churchill Crocodile tank was developed. Its mechanics and engines were a copy of the American Gasoline Cowboy, with the placement of a more resistant and effective shield. Armed with two 75mmLL cannons, and a 5.6mm machine gun is a formidable opponent. One of the main concerns was to get these two cannons that firing in a synchronized way to generate a balance and mech did not fall. This was achieved by a revolutionary mechanical/gyroscopic system that allowed the retraction of the guns to be used to minimize this problem. The Reddevil went into action in the European theater in 1951 against a group of Russian Iron Conrades. It was a match where the English armor proved very effective against the Russian mechs. The result of the combat was 3 Russian mechs destroyed against 1 Red Devil out of combat. However, the English mechs have a very serious problem which is still one of the Achilles' great heels of these units: radius of action. They consume too much fuel to enter and keep up in combat; Today the British are working on improving their engines, to remedy this problem; It is very common in longer combat that these armored vehicles run out of fuel and have to stop their advance for refueling. Apart from that, they are formidable opponents and enemies know how to respect and avoid them when they are in numerical advantage. The war continues and will be very costly and bloody!



TECHINICAL DATA

HEIGHT: 4.0 M (12 FEET)

WEIGH: 6,7 TON

AUTONOMY: 125 KM (76 MI)

MAX SPEED: 35KM/H (21 M/H) IN OPEN ROAD

MAIN ARMAMENT: TWO 75LL CANNON , 5.6 MACHINE GUN

CREW: 1

PROFILE

THE RED DEVIL (120 POINTS)

MOV	WOUNDS	FA	RA	SA	WEAPONS
5 INCHES	3	4	3	3	2 75 L 43 CANNON 1 HMG



TROOPS



The Free United Nations Forces are military units and personnel provided by member states of the United Nations and are composed of soldiers, police officers, and other personnel from a variety of different countries. These personnel are deployed to conflict zones and areas of crisis.

The majority of FUN troops are represented by former WW2 allies. At the end of the conflict with Japan, a large part of its contingents was still mobilized around the world and in a state of alert.

With the Soviet attacks of 1947 and consequently the emergence of Werwolf Korps, FUN troops were redirected to Europe, maintaining several contingents spread around the world. Most of the soldiers come from the US which forms the backbone of the army. However, there is a massive presence of British, French and South American allies such as Brazilians and Argentines.

Most of the units in action are similar to the ww2 armies, however new troops and equipment were introduced due to the emergence of atomic weapons and special troops such as the Paladins of Freedom. The latter are genetically engineered opponents, super soldiers who make a counterpoint to their Soviet and Nazi antagonists. FUN still has mechas developed from the capture of its Russian enemies and a powerful armored force, which was restructured at the end of ww2 due to the advances achieved by its opponents.

Another important point to note is that FUN troops are the main specialists in capturing "Visitors". There are trained personnel to search and apprehend vehicles of these beings, as well as the attempt to capture their occupants. There are several reports that FUN personnel have already managed to capture more than 10 space vehicles of these beings, but none of this has been proven.

Another important point of FUN is that it was one of the first forces to use atomic weapons on battlefields. Since the bombing of Japan, followed by the Soviet Federation, atomic weapons are used in extreme cases

of combat. However, the adoption of tactical weapons flames ended up being adopted not only by FUN, but by other armies in the conflict. Most FUN units are prepared for these conflict situations involving atomic weapons and are capable of a quick response in case of such an attack. They are very well-trained troops prepared for combat.

Special Troops in Hotwar

Paladins Of Freedom

The Paladins of Freedom were the result of a US government program to create a super soldier to fight the Nazi war machine. The first Paladin was a soldier named Paul Rogers, known for being a skinny individual with poor health. He underwent treatment with the so-called Vitalizer Rays and thus achieved superhuman strength and agility.

He served during WW2 on several fronts and in the end was honored as a national hero. At the end of the conflict, Rogers became the commander of the other Paladins, who began to be created, thus becoming an elite troop. With the new conflict, they went to the front again, serving FUN

- They have +2 in melee combat
- They have a HMG with personal weapon
- Heroic Will - A Paladin gaining his second wound must roll 1d6, if the result is 5 or 6 he is not eliminated. Every time he is wounded again, he must make this check. If the roll is not 5 or 6, it is eliminated from the game table.

Usually a Paladin works with regular troops as a regular officer, or as a sergeant. A Platoon is normally formed by 5 of these soldiers and they are used only in special situations.

We recommend that you read the infantry rules in our Iron Cross wargame, where the number of units per miniature base is defined. There you can get more details about it.

FREE UNITED NATIONS

FREE UNITED NATIONS - INFANTRY (10 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	8	7	SMG, CARBINE, PISTOL

FREE UNITED NATIONS - INFANTRY SERGEANT (20 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	9	8	SMG, GRENADES, PISTOL

FREE UNITED NATIONS - ASSAULT PLATOON (15 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	9	8	HMG, GRENADES, PISTOL, BAZZOKA, FLAMETROWER

FREE UNITED NATIONS - ASSAULT PLATOON SERGEANT (20 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	10	9	SMG, GRENADES, PISTOL

PALADINS OF FREEDOM (30 POINTS)

M	W	MO	INT	WEAPONS
3 INCH	2	11	10	+2 MELEE, , SMG, GRENADES, PISTOL



★ USA ARMY - WW2

USA ARMY - INFANTRY (8 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	7	6	CARBINE, GRENADES, PISTOL

USA ARMY - INFANTRY SERGEANT (12 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	8	7	SMG, GRENADES, PISTOL

USA ARMY - MARINES (10 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	8	6	CARBINE, GRENADES, PISTOL

USA ARMY - MARINE SERGEANT (20 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	9	7	SMG, GRENADES, PISTOL

USA ARMY - AIRBORNE (12 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	8	7	CARBINE, GRENADES, PISTOL

USA ARMY - AIRBORNE SERGEANT (22 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	9	8	SMG, GRENADES, PISTOL

PLATOON COMPOSITION

1 SARGENT
9 INFANTRY

SOVIET FEDERATION



The Soviet Federation was a socialist state that existed in Eastern Europe and northern Asia from 1922 until now. During World War II, the Soviet Federation was one of the major Allied powers, fighting against Nazi Germany and its allies.

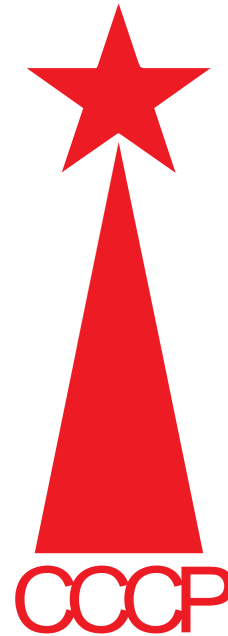
At the start of the war, the Russia was invaded by Germany and its allies in June 1941. Despite initial setbacks, the Soviet Union was able to hold off the German invasion and eventually launched a series of successful counteroffensives, pushing the German forces back and retaking much of the territory they had captured.

The Soviet Union played a crucial role in the Allied victory in World War II. Its vast size and resources allowed it to provide crucial support to the other Allied powers, and its soldiers fought bravely on the front lines. By the end of the war, the Soviet Union had suffered heavy losses, with over 20 million soldiers and civilians killed.

After the war, the Soviet Union emerged as one of the a new superpower, but Stalin's ambitions did not stop there. Much of Europe was under his control and Stalin decided to expand his domains. In 1947 he began an offensive on European soil, with several battles to increase the territory of the Soviet Federation. With several successful victories, its expansion almost reached France, however the Americans gave a very cure answer: they dropped three atomic bombs on Soviet soil, destroying much of its industrial and war power. This made the Russians retreat, abandoning their victories, in order to recover from this bitter defeat.

Furthermore the Germans returned in the form of the Werwolf Korps with fantastic weapons and bringing death and destruction to the Russians. Yet despite these setbacks, the Soviet Federation developed macro-combustion technology, putting its first gasoline-powered fuses on the battlefield.

It was an initial shock for the allies who were faced with a new technology that changed the battlefield at first.



The Organization of the Soviet Federation

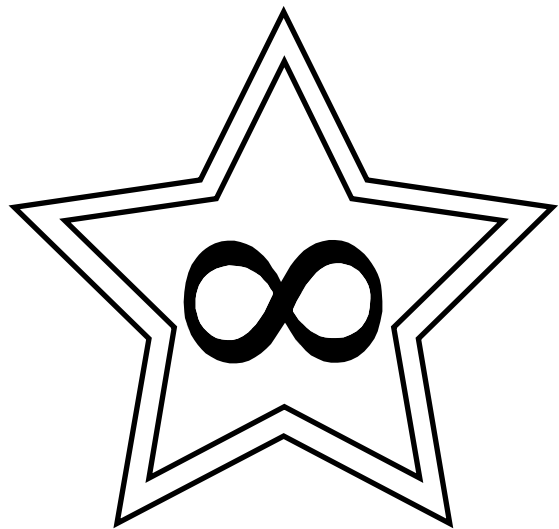
Several European states form the Federation, with some places like Poland remaining a devastated territory known as No Man's Land.

There are several organizations within the Soviet Federation that govern the nation. Stalin died in 1951 and Ninita Khrushchev took over in his place, maintaining the Soviet tradition, but eliminating a series of former allies of the late leader. Nikita however maintained a belligerent stance against FUN and the Nazi Werwolf Korps.

One of the most mysterious is the so-called Advanced Research Department, which runs and is even responsible for the Simian Proletarians, special genetically altered soldiers coming from the genetic cross between humans and gorillas. In addition there is a division known as the Celestial Star. (Небесная звезда - Nebesnaya zvezda), which deals with the occult and paranormal powers. This organ is under the KGB and has performed magical and extrasensory level experiments to contribute to the war effort. It is said to be governed by the bastard daughters of Rasputin, but no one knows if this is true.



The Red Army remains a powerful organization, relying not only on its combat armor divisions, but also on special troops such as the Simian Proletarians. They are ready to act in any combat scenario and support their members. The size of their forces is not known to the Allies and the German Werewolf Korps.



небесная звезда

The Celestial Star organization is responsible for various extrasensory experiences, mixed with magic and parapsychology. Studies such as teepathy, telekinesis and other supernatural activities are linked to this organization. Led by Irina Rasputin, it is one of the most secret and feared in the Soviet Federation. Some of its agents have paranormal powers and are constantly used in special missions around the world.



The KGB is the main secret service organization of the Soviet Federation carrying out covert operations in enemy territory unified with the functions of a federal police. Acts were more intensely within society in search of threats from conspirators and maintenance of order. The organization works heavily in counterintelligence and special operations against the "Visitors".

There are reports that the KGB captured visitors alive from an accident with one of these beings' vehicles. One of its disks was shot down and fell somewhere in the Urals and the KGB was activated to carry out the capture and recover the wreckage of the vehicle.



The Advanced Research Department is the main Soviet research entity. From there came the macro combustion engines and the genetic experiments that gave rise to the Simian Proletarians. Its headquarters are in an underground base in Uriah in an unknown location. It is a huge underground complex that extends for tens of kilometers, formed by factories and research laboratories.

IRON COMRADE



With the advent of macro combustion engines, the profile of the combat engines has been radically altered. A small engine could now have an absurd thermodynamic advantage, enabling unimaginable actions.

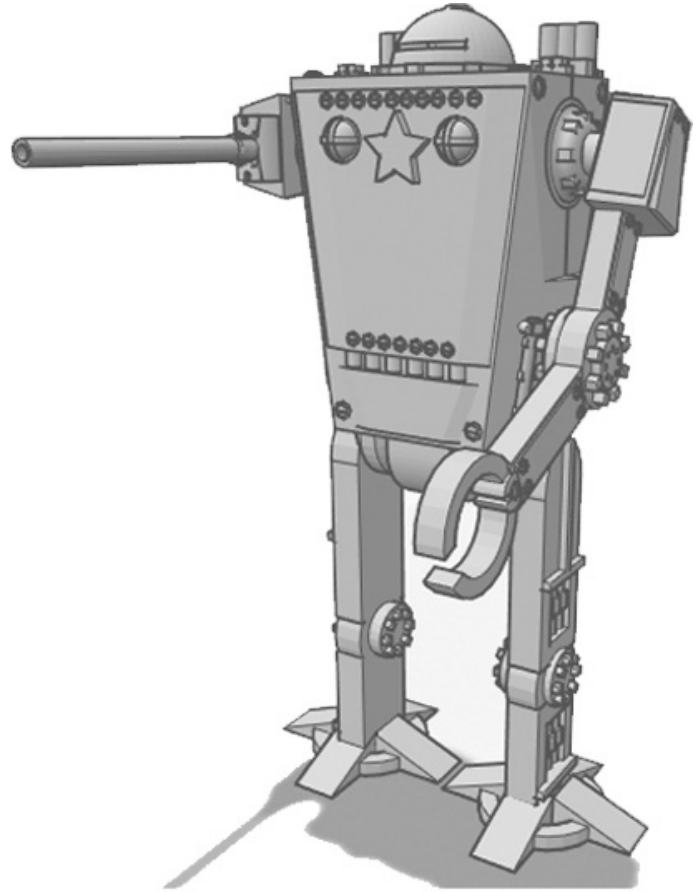
The combat mechs emerged, bringing to the battlefield a new dynamic of action. Practically armored, and with the mobility of an infant, the mechs set a new rhythm and a whole series of tactics and new armaments emerged.

The Russian Federation was one of the first to put their mechs in combat. The Iron Comrade came into action in 1949, surprising the allies and putting in check all the war effort.

Equipped with a macro combustion engine шторм (storm), these formidable combat engines were very hard at the beginning of their rise, until the allies created and adopted their own mechs.

Equipped with a high-capacity 75mm cannon, plus 2 front machine guns, the Comrade is one of the most feared and tough combat machines created by the Russians. Piloted by a combat specialist, it is highly maneuverable, easy to maintain and relatively simple to manufacture, allowing for the exchange of damaged parts within minutes.

Today it is a standard armament of the Red Army, and is present on all fronts of combat.



TECHINICAL DATA

HEIGHT: 4.2 M (14 FEET)

WEIGHT: 5 TON

AUTONOMY: 300 KM (185 MI)

MAX SPEED: 50KM/H (31 M/H) IN OPEN ROAD

MAIN ARMAMENT: 76MM CANNON , TWO 7.62 MACHINE GUNS

CREW: 1

PROFILE

IRON COMRADE (140 POINTS)

MOV	WOUNDS	FA	RA	SA	WEAPONS
8 INCHES	3	3	1	3	76 MM 2 HMG



NIKITA



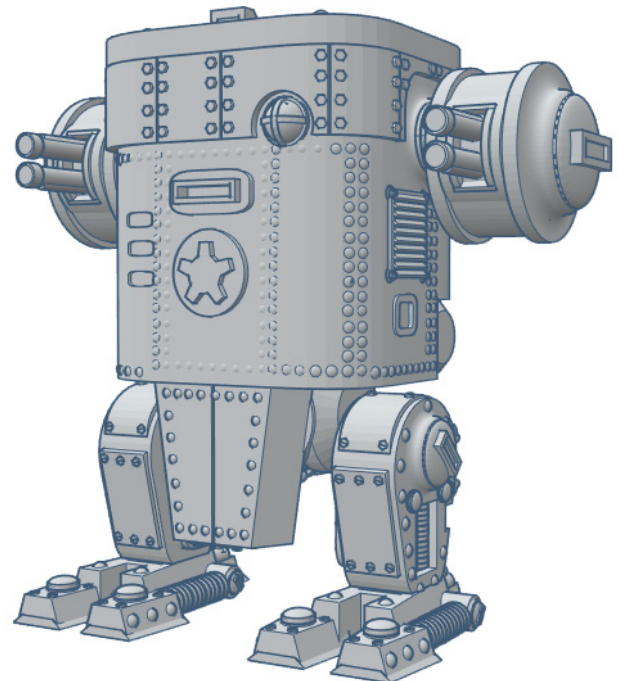
The Nikita can be considered a heavy mech of the Soviet army. It was an evolution from the Comrade Iron and it started to impose itself on the battlefield as a great opponent. When he first took action, he surprised a group of Werwolf Korp, destroying two enemy companies in a short time, with the loss of only one of their units.

Developed by the soviets after some improvements in micro combustion engines, it is considered the state of the art of the red arms industry.

One of the great assets of this mech is its set of 4 47 mm cannons that have firepower similar to an 88 of the Germans. With a very fast rate of fire and capable of focusing fire on a single point, this combination has become extremely effective, thus bringing terror to those who suffer its attacks.

One of the mechs that manages to take on Nikita on an equal footing is the Western Allied Gasoline Cowmboy. It is a duel when these two mechs meet on the battlefield. It is very common for both sides to always take heavy losses when facing each other.

The Nikites also proved to be very effective against "Visitors", dealing effective damage and making these beings be careful when fighting these units. Today these mechs operate basically on all fronts and it is very common to find them working together with Iron Comrades in the most diverse possible combat actions.



TECHINICAL DATA

HEIGHT: 5M (16 FEET)

WEIGH: 5 TON

AUTONOMY: 320 KM (198 MI)

MAX SPEED: 40KM/H (25 M/H) IN OPEN ROAD

MAIN ARMAMENT: 4 47MM CANNON , TWO 7.62 MACHINE GUNS

CREW: 1

PROFILE

IRON COMRADE (140 POINTS)

MOV	WOUNDS	FA	RA	SA	WEAPONS
7 INCHES	3	4	2	4	4 47MM * 2 HMG

*works like a 88mm gun



TROOPS



The Russian Red Army was the military force of the Russian Soviet Federative Socialist Republic, and later the Soviet Federation, during World War II. It was one of the largest and most effective military forces in history, and played a crucial role in the victory of the Allies over the Axis powers. At its peak, the Red Army had over 5 million soldiers, making it the largest military force in the world at the time. The Red Army was known for its tenacity and bravery, and its soldiers were highly respected for their bravery and determination in the face of overwhelming odds. Despite suffering heavy losses, the Red Army played a critical role in the defeat of Nazi Germany, ultimately leading to the Allied victory in World War II.

The Red Army was formed in 1918, after the Russian Revolution, as the military force of the newly formed Soviet Union. Initially, it was known as the Workers' and Peasants' Red Army, but this was shortened to the Red Army in 1922. The Red Army was initially made up of volunteers, but it later became a conscripted force.

During World War II, the Red Army was initially caught off guard by the rapid advance of Nazi Germany's military forces. However, the Red Army quickly regrouped and began to push back against the Germans. The turning point of the war for the Red Army came during the Battle of Stalingrad, where the Soviet forces were able to inflict a devastating defeat on the Germans, effectively ending their advance into Soviet territory.

After the victory at Stalingrad, the Red Army continued to push back against the Germans, eventually driving them out of the Soviet Union and back into Eastern Europe. The Red Army played a crucial role in the Allied victory in World War II, and its soldiers were celebrated as heroes in the Soviet Union.

The Red Army was disbanded in 1946, following the end of World War II. It was succeeded by the Soviet Federation Army, which continued to serve as the military force of the Soviet Federation.

The Soviet Army played a crucial role in the defense of the Soviet Federation. It was one of the largest and most powerful military forces in the world, with millions of soldiers and a vast array of weapons and equipment. The Soviet Federation Army was involved in numerous conflicts and wars during the European Campaigns.

The Soviet Federation Army was organized into a hierarchical structure, with different levels of command and control. At the top of the hierarchy was the Supreme High Command, or Verkhovnoye Glavnokomandovanie (VGS), which was responsible for overall strategic direction and decision-making for the entire Soviet military.

Below the VGS was the General Staff, which was responsible for planning and coordinating the operations of the Soviet Army. The General Staff was made up of various departments, each of which had responsibility for a different aspect of military operations, such as operations, intelligence, logistics, and administration.

Special Troops in Hotwar

Simian Proletarians

One of the most feared troops are the Simian Proletarians. These are very strong and resistant humans, coming from genetic experiments with Gorlias. They are rough-looking individuals, usually 2 meters tall, very strong and fanatical about the Soviet Federation. They are sent on different combat missions and are in many cases the difference in battle. They are an elite force of the Soviet Army.

- They have +3 in melee combat
- They have a HMG with personal weapon
- Fanatism - On a morale check, the unit that rolls 1 and 1 on the dice rolls, it enters fanatic mode and does not need to check morale until the end of the game.
- They are immune a fear (normal), but can be affected by magic spells.

RUSSIAN FEDERATION

RUSSIAN FEDERATION – INFANTRY (8 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	8	7	SMG, CARBINE, PISTOL

RUSSIAN FEDERATION – INFANTRY SERGEANT (18 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	9	8	SMG, GRENADES, PISTOL

RUSSIAN FEDERATION – ASSAULT PLATOON (14 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	9	8	HMG, GRENADES, PISTOL, BAZZOKA, FLAMETROWER

RUSSIAN FEDERATION – ASSAULT PLATOON SERGEANT (20 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	10	9	SMG, GRENADES, PISTOL

SIMIAN PROLETARIANS (30 POINTS)

M	W	MO	INT	WEAPONS
3 INCH	2	11	6	+3 MELEE,, HMG



★ RUSSIAN RED ARMY – WW2

RED ARMY – INFANTRY (8 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	6	6	CARBINE, GRENADES

RED ARMY – POLITIC COMISSAIR (20 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	10	7	SMG, GRENADES, PISTOL

RED ARMY – GUARDS (12 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	7	6	CARBINE, GRENADES, PISTOL

RED ARMY – SARGENT (15 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	8	7	SMG, GRENADES, PISTOL

RED ARMY – NAVAL INFANTRY

M	W	MO	INT	WEAPONS
2 INCH	1	7	6	CARBINE, GRENADES, PISTOL

RED ARMY – WOMEN INFANTRY (15 POINTS)

M	W	MO	INT	WEAPONS
2 INCH	1	8	7	CARBINE , GRENADES

PLATTON COMPOSITION

1 SARGENT
9 INFANTRY

THE VISITORS



The Visitors, the Grays, the aliens. Names given to strange beings of extraterrestrial origin who visit our world and eventually enter into combat with armies of different nationalities. Since the recovery of the wreckage in Roswell in the USA, a series of apparitions, air accidents, attacks and even abductions in our world, have involvement of these beings.

They are typically described as having grey skin, large black eyes, and a small, slender build. They have advanced technological capabilities and a desire to study or observe humans.

Some important FUN authorities claim that the Visitors come from the constellation of Zeta Reticuli. The Zeta Reticuli system is a binary star system located approximately 39 light-years away from Earth in the constellation Reticulum. It is composed of two stars, Zeta1 Reticuli and Zeta2 Reticuli, which are both similar to the Sun in size and brightness.

Since the Roswell UFO incident in July 1947, in which the wreckage of an unidentified flying object (UFO) was recovered in New Mexico, questions remain regarding the technology of the Vistantes. Various research ranging from weapons to propulsion systems are currently being carried out by FUN scientists. One of the most desired is about the propulsion system of these vehicles, generating several theories about it.

One theory is that extraterrestrial spacecraft might use advanced forms of propulsion that are not currently understood by humans, such as antimatter, wormholes, or faster-than-light travel. Another theory is that they might use propulsion systems that are based on technologies that are currently being developed by humans, such as fusion or ion engines.

Reverse engineering has not yet allowed us to discover this, but it has allowed the development of special weapons that remain secret in FUN military installations. The Vistantes usually appear at night or at dawn, choosing deserted areas for the landing of their spaceships. It is not common for them to appear during the day or to engage in direct combat with the



Zeta Reticuli

world's military forces. It has a very stealthy behavior and so far no one has been able to communicate with them.

Another Visitor practice is called alien abduction. It is a phenomenon in which Visitors take people against their will to undergo physical and psychological examinations or experiments. Some people who have experienced alien abductions report being abducted while they were awake, while others claim to have experienced it while asleep or under hypnosis.

There have been many reported cases of alien abduction over the years since the Visitors' appearance. Many of the cases were done in isolated regions, but there are some special ones that involve troops of combatants. In one in particular, Soviet soldiers from a platoon were kidnapped by these beings on the battlefield in plain sight and were never seen again.

Today these beings are acting in our world and need to be studied so that we can try to communicate with them, or even defeat them in case of a war situation. There is no evidence that they want to join a political power in our world. Maybe they just see us as insects to be simply studied.

Visitors in Hotwar

Organization

A typical platoon of Visitors are a single base with five figures. They are subject with all infantry rules in Iron Cross corebook. A Visitor unit is treated like regular infantry.

Movement

Visitors units have some unique characteristics concerning movement. Let's show below:

a) Easy Ground – Is a type of terrain with a unit moves without any movement penalty or slow your movement. Examples: Open terrain, streets, dirt road, stone road, plains, bridges, scrubs, bushes, shallow water, and sand. They move without any penalty.

b) Rough Ground–. The whole Rough ground is treated as open ground.

c) Obstacles–Visitors ignore most obstacles (because of your technology), meaning they move with half of their M in rivers, lakes, marshes, swamps, and mountains.

Combat

Tripeds have 3 ways to fight. Let's explain each one:

a) Death Ray - It's a ray similar a Black Ray beam and 10 inches of range. Infantry units hit by this beam are immediately disintegrated, however vehicles or mechs are hit in one hit with an FP of 6. Visitors hit a target by rolling a 5 or 6 on a die.

b) Melee - Similar to other infantry units, they perform a melee attack with a +1 bonus. The melee rules follow as explained in our Iron Cross corebook.

Mental Blast

Visitors can cause a Mental Blast call on regular game units. For this the target must be visible up to 10 inches away. The target must make an Intelligence check, that is, it must roll 2d6 and get a result equal to or less than your Intelligence. If he doesn't get it. You will be paralyzed for 1d6 turns without taking any actions. Pilots of Mechs, Troops in armored vehicles or in closed vehicles are not affected by this attack. Only those on open ground.

Force Field

Force fields are the most mysterious and fantastic means of defense of the Visitors. These fields provide an extra layer of protection to these units that make them virtually invulnerable.

The whole force field has a particular defense factor of 2 wound points. Every time a shot of an enemy unit hits this field, it reduces by 1 (no matter what type of shot) and does no damage to Visitor. When this field is zeroed, what is counted is the Visitor wound. The disadvantage of these fields is that they take time to "reload." Every three turns of the game, the Visitor recovers 1 of these points, but that can be lost, with a new hit. Flamethrowers count as one hit on the field.

Note: Visitors do not have grenades or transport vehicles at this time. However, there are rumors that they may have these features.

PROFILE

VISITORS (150 POINTS - PER BASE)

M	W	MO	INT	WEAPONS
4 INCH	1	11	11	+1 MELEE, DEATH RAY FORCE SHIELD MENTAL BLAST



MAGIC AND OCCULT



The Nazi Occult

The Thule Society was a secret society in Germany during the early 20th century. It was founded in Munich in 1918 by a group of occultists and German nationalists, and was named after the mythical northern land of Thule.

The Thule Society was a small, elite group that was primarily interested in the study of the occult and the supposed Aryan ancestry of the German people. It also had strong nationalist and anti-Semitic views, and some members of the group were involved in the early development of the Nazi party.

The Thule Society performed a series of magic rituals, from invocations to attempting to speak with spirits. One of its discoveries was Vril, a mystical energy capable of performing supernatural acts. This society was later assimilated by the Zauberkommando of the Werwolf Korps, becoming the occult arm of this faction. Its current leader is Herman Frank Schiller, considered a powerful magician capable of summoning spirits and performing fantastic feats. Their headquarters are located in the Bavarian Alps, in monasteries scattered throughout the region and hidden under enchantments and powerful spells that prevent them from being accessed by ordinary people.

The FUN Magic

The magic school of the FUN allies was created and directed by the English magician Aleister Crowley. He is an English occultist, ceremonial magician, and writer. He founded the religious philosophy of Thelema, which he described as the “law of liberty,” and is best known for his books “The Book of the Law” and “The Book of Lies.”

Crowley was a controversial figure and remains a subject of fascination and debate among those interested in the occult and magic. He claimed to have been in contact with a supernatural entity called Aiwass, and believed that he was the prophet of a

new age. He also claimed to have performed various magical rituals and experiments, and was involved in the development of a system of ceremonial magic known as thelemic magic.

Crowley’s writings and practices have influenced various movements and organizations within the occult and magical community, and he is often considered a significant figure within these circles. However, his beliefs and practices have also been criticized by some as being self-serving and potentially dangerous. Today he is responsible for the Cayce Division, the main magical and occult arm of the FUN.

Soviet Magic

Soviet magic is influenced by two important figures: Blavatsky and Rasputin.

Helena Petrovna Blavatsky was a Russian-born spiritualist, writer, and theosophist who co-founded the Theosophical Society in 1875. She is best known for her books “Isis Unveiled” and “The Secret Doctrine,” which helped to popularize the concept of theosophy, a belief system that combines elements of mysticism, spiritualism, and Eastern philosophy.

Blavatsky claimed to have had access to secret knowledge and ancient wisdom, and to have been in contact with a group of spiritual masters who she referred to as the “Masters of the Ancient Wisdom.” She also claimed to have had psychic abilities, including the ability to communicate with spirits and to perform feats of telekinesis.

Grigori Rasputin was a Russian mystic and faith healer who was influential at the court of Tsar Nicholas II of Russia in the early 20th century. He was born in Siberia in 1869 and became known for his ability to treat the hemophilia of the Tsar’s son, the Tsarevich Alexei.

Rasputin was a controversial figure during his lifetime, and his influence over the royal family was

widely resented by the Russian aristocracy. He was also rumored to have had a number of illicit affairs, and his reputation was further tarnished by allegations of corruption and involvement in political intrigue. Rasputin studied Blavatsky's teachings and applied them until his assassination in 1916. However, his family preserved these hidden teachings, passing them down from generation to generation, until they reached his granddaughter Irina Rasputin. Today she is a leader of The Celestial Star organization, the magic department of Soviet Federation.

Magic Units in Hotwar

A magical unit is an infantry base that is marked with magical powers. This means that there is a magic practitioner who can invoke spells within it. For this to occur, the following requirements must be met:

- The enemy unit must be visible to the magic user unit
- It cannot have performed any movement this turn or be involved in melee combat.
- Magical units are immune to magic and cannot be influenced by enemy units' magic.
- Mech and tank crews are influenced by magic.

Units Profiles

ZAUBER KOMMANDO (80 POINTS - PER BASE)

M	W	MO	INT	WEAPONS
3 INCH	1	11	11	-1 MELEE, SMG, GRENADES

CELESTIAL STAR (75 POINTS - PER BASE)

M	W	MO	INT	WEAPONS
4 INCH	1	10	11	CARBINES, PISTOLS AND GRENADES

CAYCE DIVISION (85 POINTS - PER BASE)

M	W	MO	INT	WEAPONS
4 INCH	1	11	11	CARBINES, PISTOLS AND GRENADES

Magic Effects

In our version 1 of Hotwar we introduced in our units the Intelligence (INT) stat, which was not previously used. This stat serves to prevent units from being hit by magical units. To avoid a unit being hit by magic, it must roll 2d6 and get a result that is less than or equal to its intelligence, otherwise it is victimized by the spell.

List of Basic Spells

Name - Mind Control

Description - Controls a unit for 1d6 turns

Target - Affects a single unit (1 infantry base, 1 Mech, 1 tank, etc)

Effect - The opponent's unit is controlled by the player.

Does not affect any type of undead

Save - Int test with 2d6

Line of Sight - Yes

Range - 10 inches

Reload - Until the controlled unit is eliminated or the effect of the control passes turns.

Name - Magic Shield

Description - Creates a magic shield on the mage or an allied unit protecting them from physical attacks

Target - Affects a single unit ((1 infantry base, 1 Mech, 1 tank, etc)

Effect - The mage/target has invulnerable for 1d6 turns

Save - None

Line of Sight - yes

Range - The mage themselves or a unit within 4 inches of them

Reload - Until the effect of the shield ends.

Name - Fear

Description - Causes fear in a group of enemy units

Area - Affects all units within a radius of 3 inches

Effect - All units must immediately take a morale test

Save - Int test with 2d6

Line of Sight - Yes

Range - 12 inches

Reload - 2 turns

Name - Paralysis

Description - Paralyzes a unit on the battlefield

Area - Target

Effect - The unit is paralyzed for 1d6 turns, no move or attack (melee has a penalty of -4)

Save -Int test with 2d6

Line of Sight - Yes

Range - 12 inches

Reload - 3 turns

SPECIAL RULES



Atomic Weapons and Radiation

Atomic weapons can be used in agreement with the players or through the rules of scenarios. There are two types of atomic weapons:

- Artillery of table
- Missiles

These weapons can be used in agreement with the players or through the rules of scenarios. A player must declare that he will use a weapon of this before firing with the artillery/missiles.

When an atomic weapon upon falling to the ground, a high-temperature thermal reaction is initiated causing massive damage to the target in an area of 10 inches of diameter. The effects are as follows:

- Any unit in an area of up to 8 inches is automatically destroyed and the land is considered radioactive.
- A 10-inch area becomes a radioactive area.

Above 8 inches away, the following situations occur:

- Mechs, and tanks respectively receive critical damage and roll into their corresponding critical tables.
- All infantry units, heavy or artillery unit, light vehicles are automatically eliminated.

The use of this weapon is sporadic due to its preparation for battle. If an atomic salvo is fired in turn after the shot, the artillery unit that did it, can not be used.

Atomic Radiation Zones

Atomic radiation refers to the emission of energy in the form of electromagnetic waves or particles from the nucleus of an atom. This can occur naturally, for example, through the process of radioactive decay, or artificially, through the use of nuclear weapons or the operation of nuclear power plants.

Exposure to atomic radiation can have a range of harmful effects on the human body, depending on the type and amount of radiation to which a person is exposed. The severity of these effects can also depend on the duration of the exposure and the type of tissue that is exposed.

Short-term exposure to high levels of atomic radiation, such as from a nuclear explosion, can cause immediate illness or death. The symptoms of radiation sickness, also known as acute radiation syndrome, can include nausea, vomiting, diarrhea, dizziness, and weakness. In severe cases, radiation sickness can cause organ failure and death.

Long-term exposure to atomic radiation, even at lower levels, can increase the risk of cancer and other diseases. It can also lead to genetic mutations that can be passed down to future generations.

In our game some important situations:

- Infantry/special units or open light vehicles are affected by the radioactive zone. In this case, the player moving their units must roll 1d6. If the result is 4 or more, the unit is eliminated due to radiation sickness.
- Mechs, tanks, the German Bell, Visitor units can move through these areas without any penalties.
- Units that are wearing appropriate radiation-resistant suits can move without any penalties on this terrain. A game scenario should specify this, or players should agree upon it before the start of the game.
- A radioactive area remains on the game table for the entire game, until its end.

Rockets

Rockets or flying bombs are weapons that emerged in Germany during WW2. The most famous were the V1 and the V2.

The V-1 flying bomb, also known as the Doodlebug or Buzz Bomb, was a German pulse-jet-powered cruise missile that was used during World War II. It

was the first of the so-called “V-weapons” series of weapons, which also included the V-2 rocket. The V-1 was developed by the German Luftwaffe in the latter stages of the war, as a retaliation weapon following the Allied bombing of German cities. It was first used in combat in June 1944, and was launched from launch sites along the French and Dutch coasts.

The V-1 was powered by a pulse-jet engine, which gave it a distinctive sound that earned it the nickname “Buzz Bomb.” It was capable of reaching speeds of around 400 mph, and had a range of around 150 miles. It carried a high explosive warhead weighing around 1,800 pounds, which was detonated by a mechanical impact fuse.

The V-1 was relatively simple and cheap to produce, and was launched in large numbers during the war. It was also relatively inaccurate, with a circular error probable (CEP) of around 1,500 feet. Despite this, it was still a formidable weapon and caused significant damage and loss of life when it hit its target.

The V-2, also known as the A4, was a long-range ballistic missile developed by the Germans during World War II. It was the first operational liquid-fueled rocket and the first man-made object to reach space. The V-2 was developed by a team led by the German rocket engineer Wernher von Braun, and it was used by the Germans as a weapon of terror, primarily against London and Antwerp.

The V-2 was a large rocket, measuring about 14 meters (46 feet) in length and weighing about 13 metric tons at launch. It was powered by a combination of alcohol and liquid oxygen, and it could reach speeds of up to 5,600 kilometers per hour (3,500 miles per hour). The V-2 had a range of about 320 kilometers (200 miles) and could carry a 1,000-kilogram (2,200-pound) warhead.

The V-2 was launched from fixed sites and mobile platforms, and it was difficult to intercept due to its high speed and altitude.

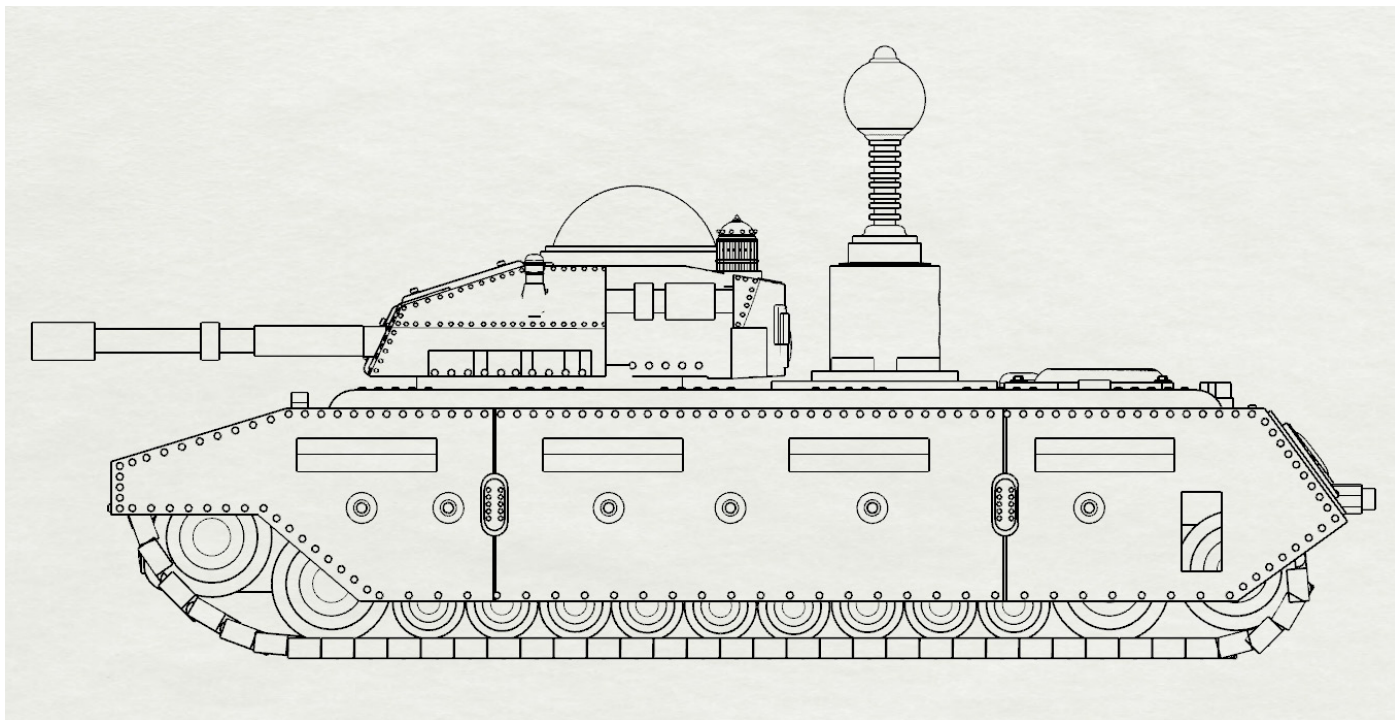
Rockets in Hotwar2

Missiles or flying bombs operate under the same rules as off-table artillery, and can carry either an atomic or traditional explosive payload. The rules for atomic weapons have already been explained earlier in this section, while traditional explosives work in the following way:

- The gun caliber to be used is 150mm artillery-off-table
- A rocket hits the target with 3 or more on a roll of a d6
- It is not necessary to have a unit as a spotter, the target must be selected and in the artillery phase it is checked if it has been hit.
- Players must agree on how many rockets will be available for each game. We recommend 1 to 3.
- The range of a rocket is the game table.



GARGANTUA



1.0 Introduction

Gargantua Tanks are electronic combat tanks powered by Kerum 525 made by Werwolf Korps. These units are considered giant-type and have special combat and damage rules.

1.1 Movement

Gargantua move like any other unit in the game. However, they have some important points

- a) They can enter in water: rivers, lakes and move half of your normal movement
- b) Gargantua destroy barbed wire, buildings, forests turning an area with it in open areas.
- c) Gargantua ignore trenches, dragons teeth and explosion holes.
- d) Gargantua is not affected by radiation.

2.0 Combat

These units in combat have a series of special rules. Initially we will explore each one of them, and we always have our Iron Cross Corebook as a basis for various mechanics presented.

2.1 Naval guns

The Gargantuas come with two naval guns as their main armament. Both have a PF of 9 depending on the target hit, the following events occur:

- a) The blast area is 5 inches in radius. Infantry units, tanks, mechs, specials or vehicles are automatically eliminated in an area of up to 3 inches in radius. Outside this area each unit must roll 1d6 if the result is 5+ it is safe, but that turn is immobilized in case of vehicles/mechs and demoralized in case of infantry units
- b) The Naval Cannon fires every two turns and for its success it is necessary to roll 2+ on 1d6 by the player who controls the Gargantua.
- c) Buildings hit by this gun are automatically turned into ruins. In the case of bunkers the player must roll 1d6 if the result is 4+, the bunker remains intact, otherwise it is turned into ruin.

GUNS PENETRATION FACTOR

CALIBER	RANGE	PF
100 MM	60 INCHES	6
280 CM	GAME TABLE	9

NEW WEAPON PENETRATION CHART

PENETRATION FACTOR	ARMOR CLASS					
	4	5	6	7	8	9
3	NE	NE	NE	NE	NE	NE
4	6\3+,	NE	NE	NE	NE	NE
5	5+,	6\3+,	NE	NE	NE	NE
6	3+,	4+,	5+,	6\3+,	NE	NE
7	2+,	3+,	4+,	5+,	6\3+,	NE
8	A	2+	3+,	4+,	5+,	6\3+,

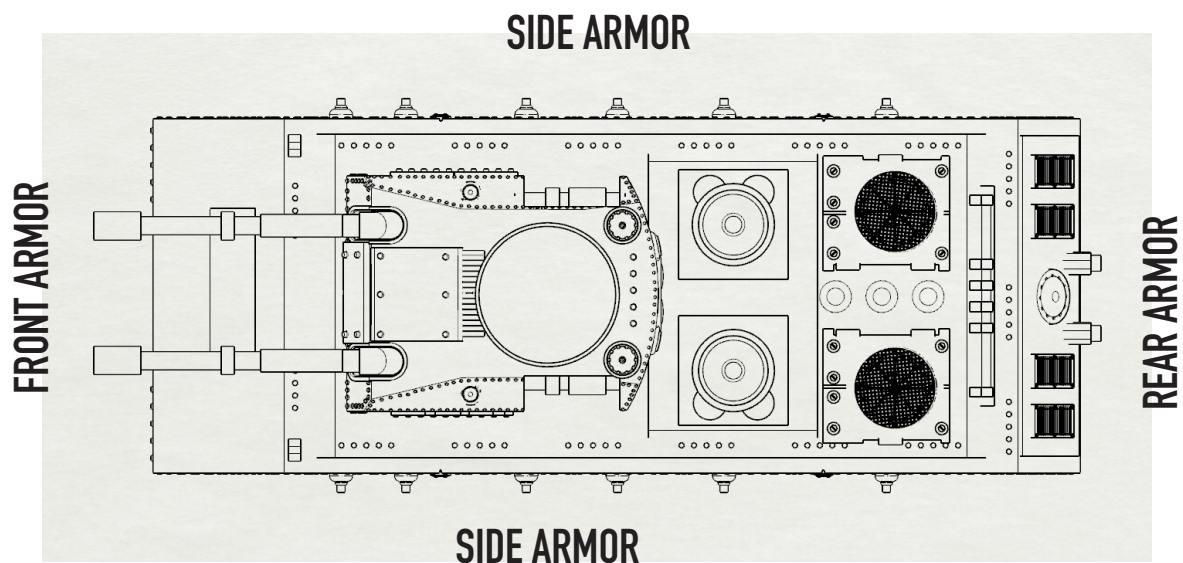
NE – NO EFFECT

A – AUTOMATIC PENETRATION

6\3+ - ROLL IN A D6 A NATURAL 6 AND ROLL AGAIN IN A D6. THE ROLL OF 3+ PENETRATES IN THE MECH ARMOUR

GARGANTUA (1200 POINTS)

MOV	WOUNDS	FA	RA	SA	WEAPONS
8 INCHES	8	8	4	7	12 100 MM GUNS - SIDE 2 NAVAL GUNS 280 CM 24 HMG 6 AV2 ROCKETS 4 AA 37 MM GUNS



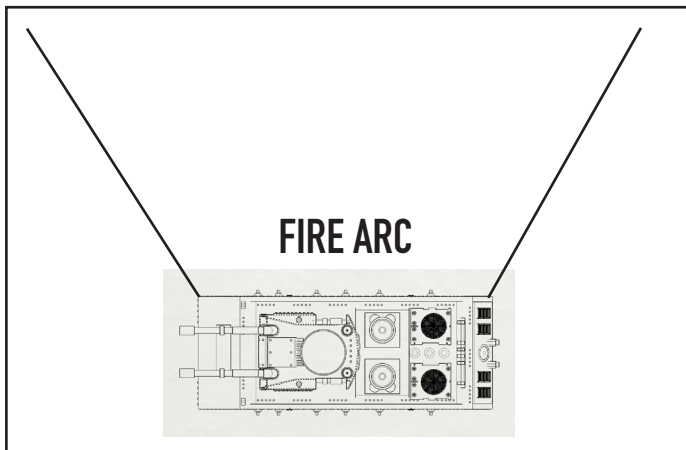
d) If there is a need to rotate the turret to hit a target, there is a -2 penalty on the hit roll

c) If the target(s) are within 10 inches of the Gargantua the naval turret cannot be used against them. Except if the target is another giant unit.

2.2 Side Guns

The Gargantuas have six 100mm cannons on their sides, totaling 12 in total. These cannons have the following characteristics:

a) Targets need to be declared before shooting by the player controlling Gargantua and they need to be in the side firing arc.



b) They hit the target only by getting a 6 on a d6 roll.

c) Targets 10 inches or less are hit or 5+ on a d6 roll.

d) If on a roll of 6d6 all the results obtained are 1, the cannons go into overload, being destroyed and causing 1 point of damage to Gargantua.

The operating rules of these cannons are described in the Iron Cross corebooks

2.3 AA Guns

The Gargantua has four 37mm anti-air batteries. Usage rules are described in the Iron Cross Recon Coorner Edition 14 (<https://www.wargamevault.com/product/412843/Aircraft-Rules-for-Iron-Cross>)

2.4 AV2 Rockets

The Gargantua has six AV2 Rockets, a new and more effective version of the V2 Rocket. The rules of this rockets are similar to the mechanics of off-table artillery and rockets described in our Iron Cross corebooks. However, this rockets hit in 3+ in a d6 roll. The gun caliber equivalent of a AV2 Rockets are 150mm. The range is the game table.

GIANT UNITS

Bigger units are special types in play. Due to its colossal size, a number of rules must be obeyed:

a) Units that are in your path and cannot get out of it, are run over and automatically destroyed.

b) they never engage in melee.

c) Flamethrowers, molotov cocktails, grenades, stick bombs, trucks with a caliber smaller than 57 mm do not inflict any damage on these units.

d) When being attacked by the Black Beam of the German Bell the PF equivalent of the Radius is 7 and must be resolved in the new Penetration Chart.

e) The explosion of a German Bell causes a FP 8 attack on a unit of this type.

Up and Down Armor

In the case of Gargantua we have two shields to be considered: UP and Down. The values for them are as follows:

UP Turret - 8

Up Body - 5

Down - 5

In the upper case of the body, the turret has armor 8 and the rest of the surface 5.

2.5 Special Weapons Against Gargantua

a) **EMP Tank** -The Electromagnetic Pulse Tank is a weapon developed by the allies shortly after the explosion of nuclear bombs causes electronic devices to stop. As Gargantua has some devices that can be affected by EMP, it was created an effective weapon against it. Mounted on the chassis of a Sherman and in the case of the Russos on a T34, an antenna directs a directional pulse of this type against the tank.

If successful, he is temporarily paralyzed, totally defenseless, unable to move or shoot. However, its effectiveness is very limited and in some cases it is not effective.

Rules for Hotwar

- The attacking player must roll 1d6 if the result is 5 or more Gargantua is affected by EMP. In this case, roll a d6 and consult the EMP damage table.

- The EMP takes 3 turns to recharge, and cannot be used again, until its charge is complete.

EMP EFFECTS

1 - Electronic Brain - The Gargantua has its Electronic Brain paralyzed for 1 turn. In this case, the vehicle is immobilized without action on the next game turn.

2 - Motors and Servo Mechanisms - The Gargantua has these systems stalled for 1d6 turns. In this case the vehicle does not move, rotate its turret or fire rockets. However the cannons are operational.

3 - Rocket System - The Gargantua has its rocket system paralyzed and cannot fire this weapon for 1d6 turns.

4,5,6 - No effect

- Gargantua must be on the LOS of the tank with the EMP so that the attack can be performed. The EMP is treated in this case as a gun.

b) The Hammer Rocket and Stalin's Fist - The Hammer Rocket is a FUN invention for an effective infantry weapon against the Gargantua. It can be fired from a more robust version of a bazooka. Stalin's fist was a copy made by the Russians after a reengineering process. Both contain a minimal amount of uranium capable of causing extreme damage to this vehicle. It is also used against enemy positions, dealing massive damage and leaving a radioactive area.

Rules for Hotwar

- Both weapons are like Antitank weapons Each weapon has a Penetration Factor, showing if it can or not penetrate the protection of Gargantua. Check the table to see each kind of weapon. To hit, a player needs 3 or more to hit. All weapons have one charge

- At the location of the hit, a radioactive area 2 inches in diameter is created, remaining until the end of the game.

- If the attacking player on the hit roll gets a 6 on the d6 roll, he deals critical damage and should consult the critical damage table

- Repeated results in the table (provided they do not destroy Gargantua or have similar effect), the vehicle is considered to have an extra point of damage.

ROCKET WEAPONS

WEAPON	RANGE	PF	COUNTRY
HAMMER ROCKET	25 INCHES	8	FUN
STALIN'S FIST	20 INCHES	9	SOVIET

ROCKET CRITICAL HIT TABLE

1 - Electronic Brain Destroyed - The shot penetrates the upper part of the Gargantua, destroying the Electronic brain. The unit are destroyed.

2 - Damaged Controls - The shot penetrates the Gargantua and damages the controls, provoking a dead halt (it can't be fixed in the battlefield). At the start of a new turn the player controlling Gargantua must roll 1d6, if the result is 5 or 6 the unit acts normally on the turn, otherwise it has no action on it. This is done until the end of the game.

3 - Engines - The engines are hit and the Gargantua no longer moves. Roll 1d6 if the result is 6, the engines explode destroying the vehicle.

4 - Gun Turret - The gears of the naval gun turret are destroyed. The cannon can no longer rotate, remaining in this position until the end of the game.

5 - Side guns - Roll 1d6 the number is the position of the destroyed cannon on the side hit by the rocket. example: 5 and the result is 2, the cannon at position 2 is destroyed.

6 - Main Structure - Gargantua takes one extra point of damage.

EMP TANK PROFILES

Name	Mv	Gun	FA	SA	RA	Machineguns	Year	Points	Note
Sherman M4A1	10 in	-	3	2	1	2 HMG	1949 -	100	EMP
T 34/85	8 in	-	4	2	1	2 HMG	1949-	110	EMP



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